

SHONEN JUMP MANGA

Story by

Yumi Hotta

Art by

Takeshi Obata

Supervised by **Yukari Umezawa (5 Dan)**

volume

6



Takeshi Obata

We've reached volume six. We've been serialized for more than a year now. I have an expensive Go board and Go bowls at work, and I even have a mountain of books about Go. Sigh... It's about time I learned to play.

—Takeshi Obata

It all began when Yumi Hotta played a pick-up game of Go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump's** Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named, "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about Go. The rest is modern Go history.

HIKARU NO GO VOL. 6
The SHONEN JUMP Manga Edition

This manga contains material that was originally published in English from
SHONEN JUMP #33 to #37.

STORY BY YUMI HOTTA
ART BY TAKESHI OBATA
Supervised by YUKARI UMEZAWA (5 Dan)

Translation & English Adaptation/Andy Nakatani
English Script Consultant/Janice Kim (3 Dan)
Touch-up Art & Lettering/Adam Symons
Design/Courtney Utt
Additional Touch-up/Josh Simpson
Editor/Yuki Takagaki

Editor in Chief, Books/Alvin Lu
Editor in Chief, Magazines/Marc Weidenbaum
VP, Publishing Licensing/Rika Inouye
VP, Sales & Product Marketing/Gonzalo Ferreyra
VP, Creative/Linda Espinosa
Publisher/Hyoe Narita

HIKARU-NO GO © 1998 by Yumi Hotta, Takeshi Obata. All rights reserved.

First published in Japan in 1998 by SHUEISHA Inc., Tokyo.

English translation rights arranged by SHUEISHA Inc.

The stories, characters and incidents mentioned in this publication are entirely fictional.

No portion of this book may be reproduced or transmitted in any form or by any means without written permission from the copyright holders.

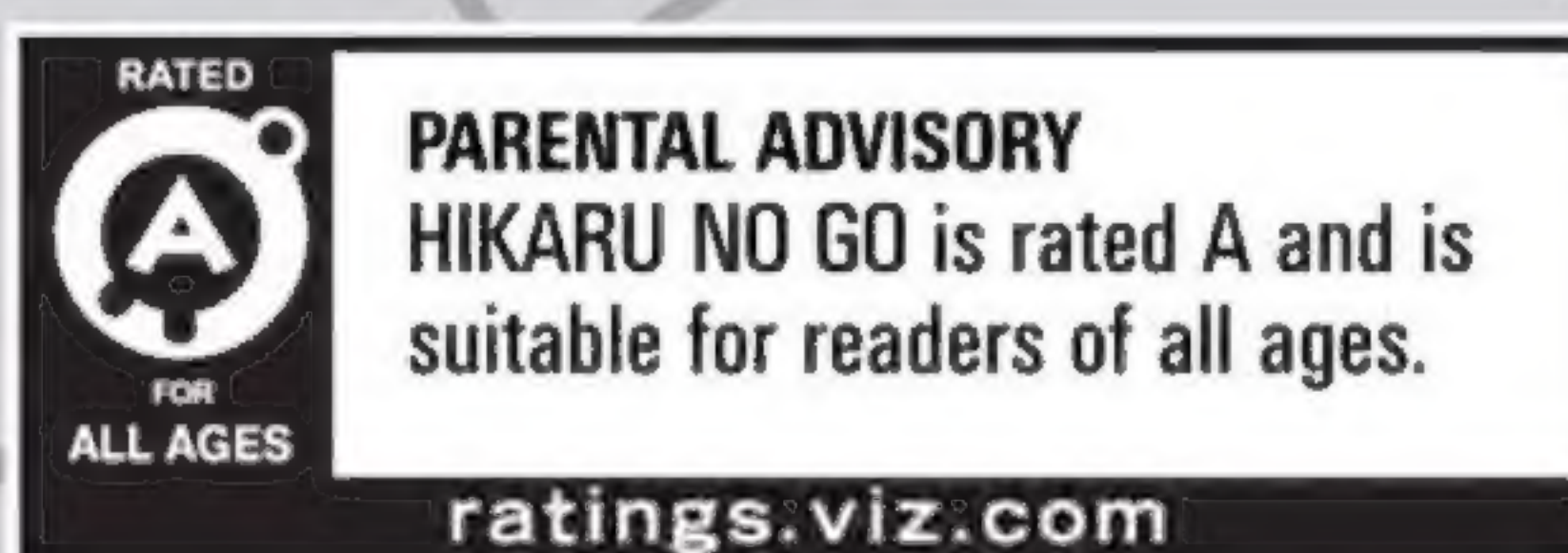
Printed in the U.S.A.

Published by VIZ Media, LLC
P.O. Box 77010
San Francisco, CA 94107

SHONEN JUMP Manga Edition
10 9 8 7 6 5 4 3
First printing, January 2006
Third printing, August 2008



www.viz.com





Hikaru

no



THE INSEI EXAM

6

STORY BY
YUMI HOTTA

ART BY
TAKESHI OBATA

Supervised by
YUKARI UMEZAWA (5 Dan)



Hikaru Shindo



Fujiwara-no-Sai

● i n t r o d u c t i o n s ●



Akira Toya



Kimihiro Tsutsui



Yuki Mitani



Yoshitaka Waya



Tetsuo Kaga



Akari Fujisaki



Shinichiro Isumi

Story Thus Far

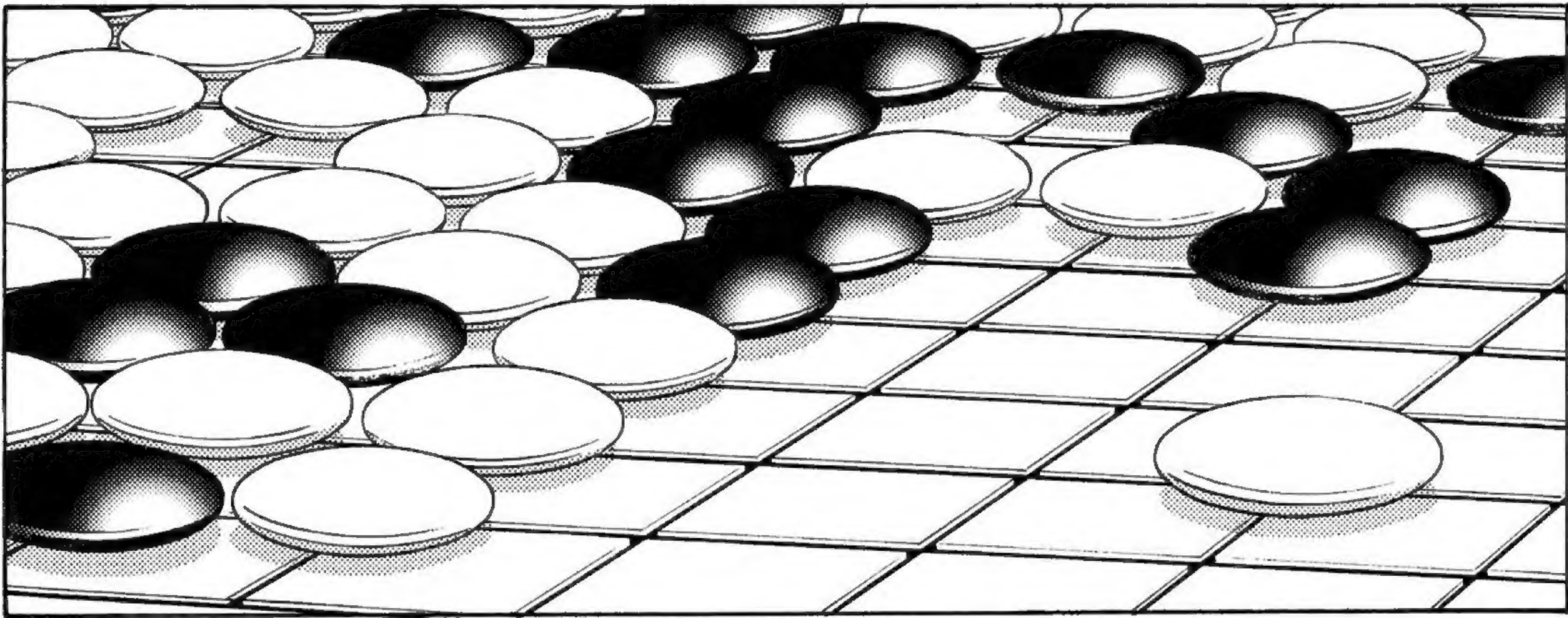
One day, sixth-grader Hikaru discovers an old Go board in his grandfather's storage room. The instant he touches the board, the spirit of a genius Go player from the Heian Era, Fujiwara-no-Sai, enters Hikaru's consciousness. Sai's love of Go, and a chance encounter with the child prodigy Akira Toya (son of Go master Toya Meijin), inspire Hikaru, and he slowly becomes interested in Go.

Hikaru uses the screen name "sai" to play online Go with Akira, but Akira quits the game out of the blue and asks for a rematch on another day. He skips the first day of his pro test for the rematch, but still loses to "sai." Meanwhile, Hikaru has been steadily improving his game. One day, he runs into Kaoru Kishimoto of Kaio's Go club, who mentions that Akira has passed the pro test. It dawns on Hikaru that he may never catch up to Akira, and he decides to take the *insei* exam. But he forgets that *insei* aren't allowed to play in amateur tournaments and fights with Yuki over quitting the school Go club. In the end, Hikaru proves himself to the club by playing simultaneous games against Kimihiro, Yuki, and Kaga. Now, the day of Hikaru's *insei* exam has finally arrived.

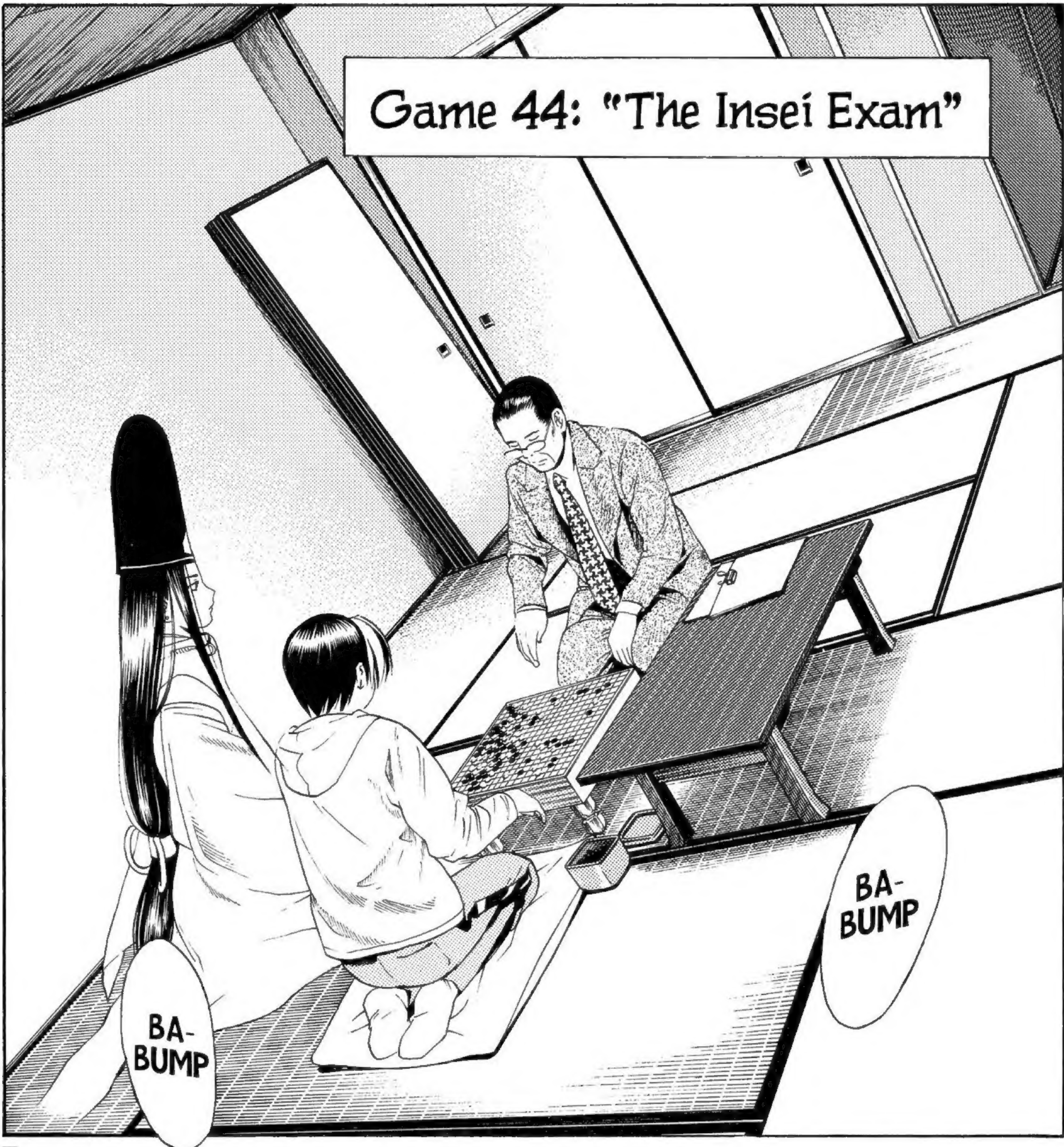
CONTENTS

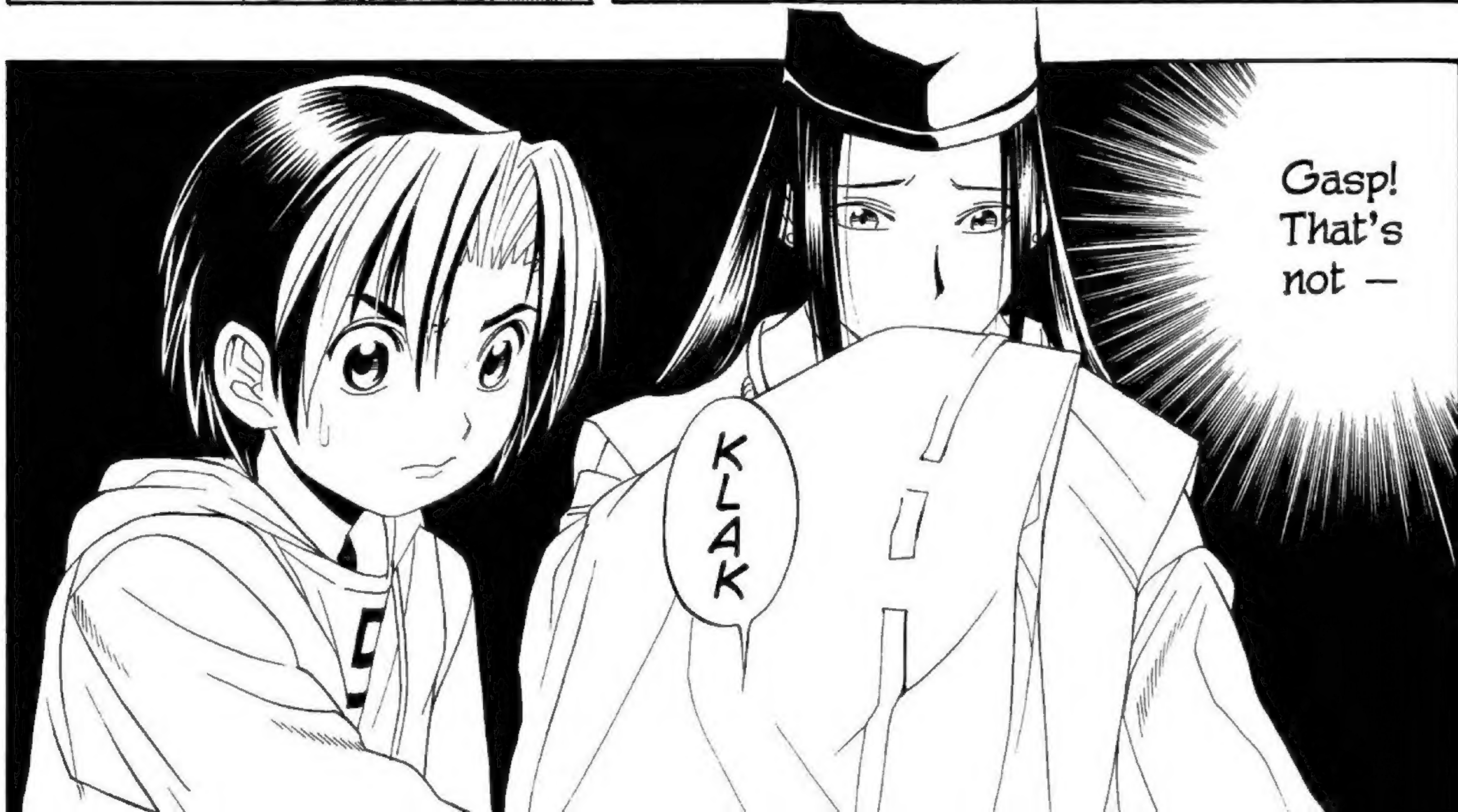
6

GAME 44 The Insei Exam	7
GAME 45 Black Coffee	27
GAME 46 Catalyst	49
GAME 47 Yugen no Ma	69
GAME 48 Oza vs. Akira, Part 1	91
GAME 49 Oza vs. Akira, Part 2	113
GAME 50 Oza vs. Akira, Part 3	135
GAME 51 An Old Haunt	155
SPECIAL BONUS The Haze Middle School Actors present <i>Assassination at Honnoji Temple</i>	179



Game 44: "The Inseí Exam"





And where
he attached
earlier —
that was a
bad move.

That
group is
floating.

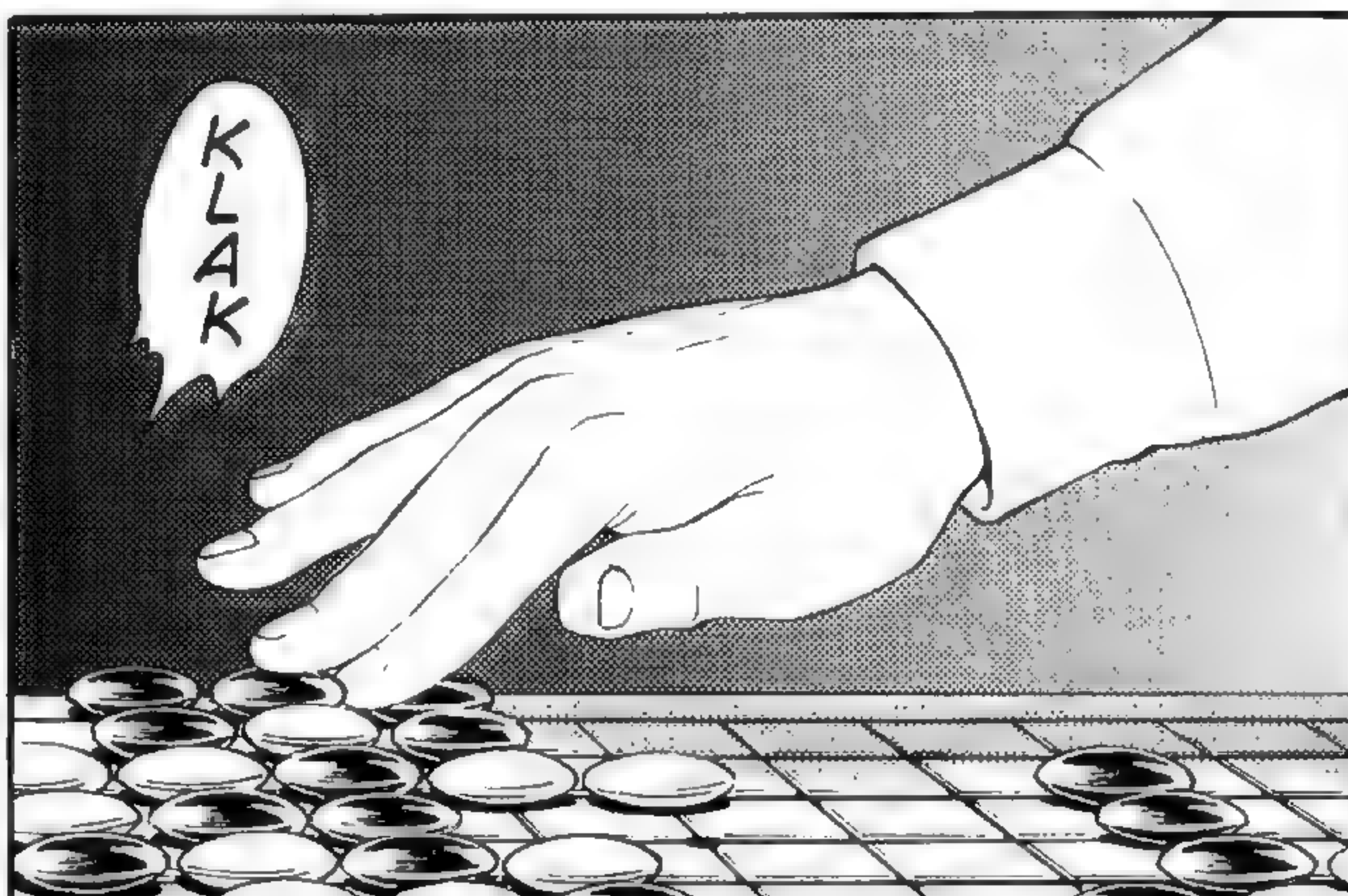
Hikaru
realizes
this...

Hikaru has
already lost the
advantage of
his three-stone
handicap.

Against
such a
seasoned
opponent,
it's all
but —

That's
why he's
beginning to
panic. He's
trying too
hard...







IF I GO
IN TOO
DEEP, THIS
GUY IS
GOING TO
DESTROY
ME.

IT'S
NO USE.
I CAN'T
WIN.



AKIRA!

AKIRA!

BUT IF I
DON'T DO
SOMETHING,
HE'LL KEEP
GETTING
FARTHER
AWAY FROM
ME.



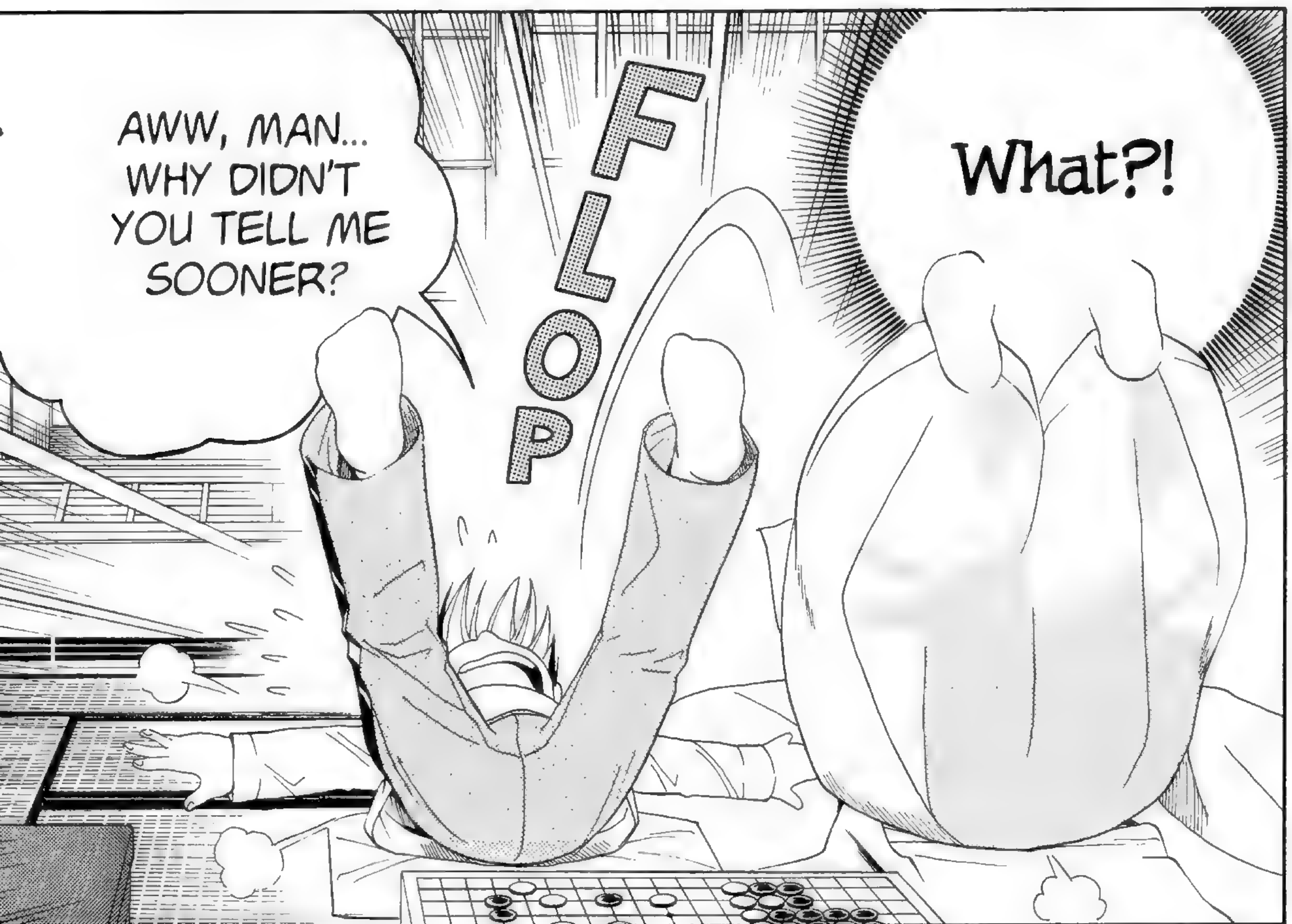
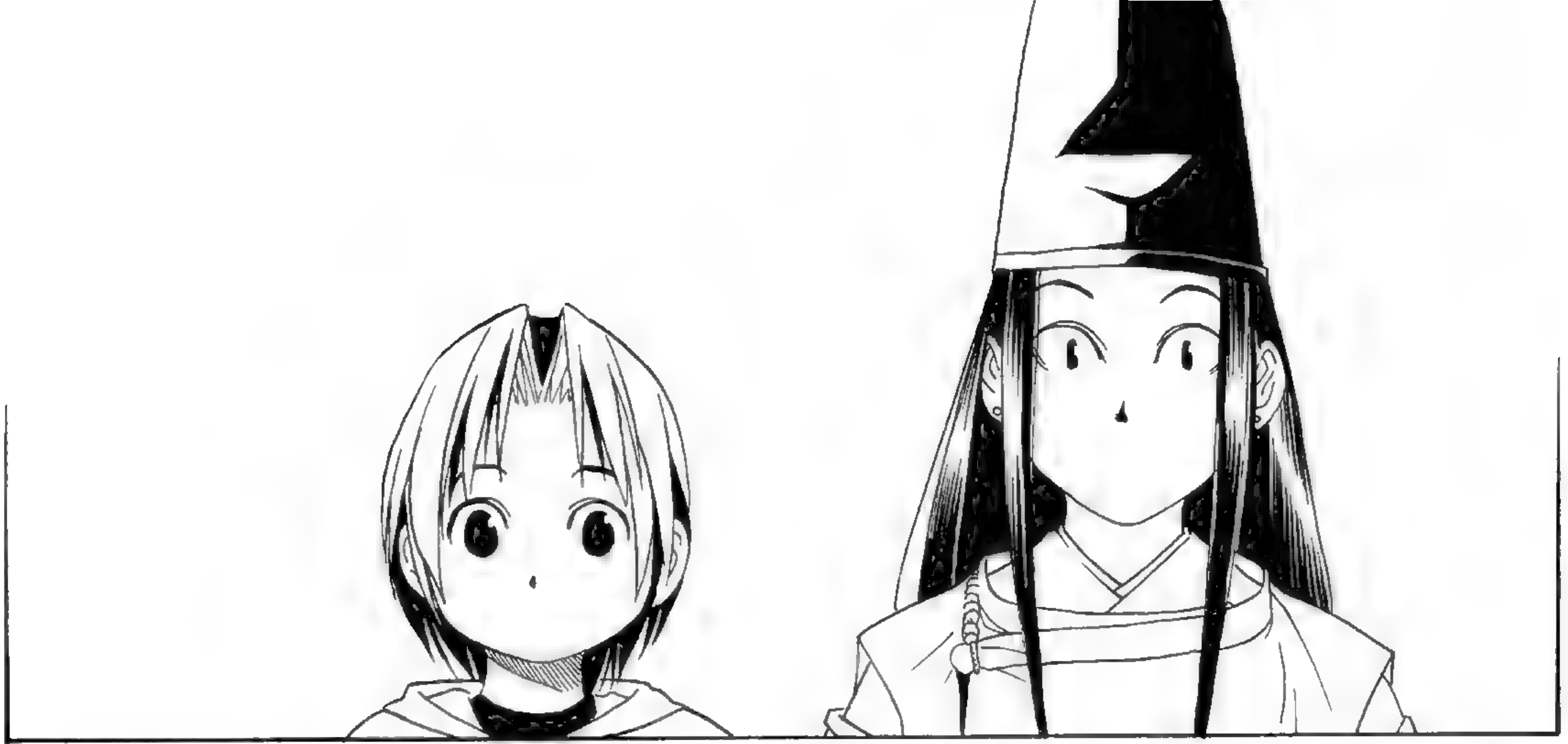
I'M
MERELY
ASSESS-
ING YOUR
STRENGTH.

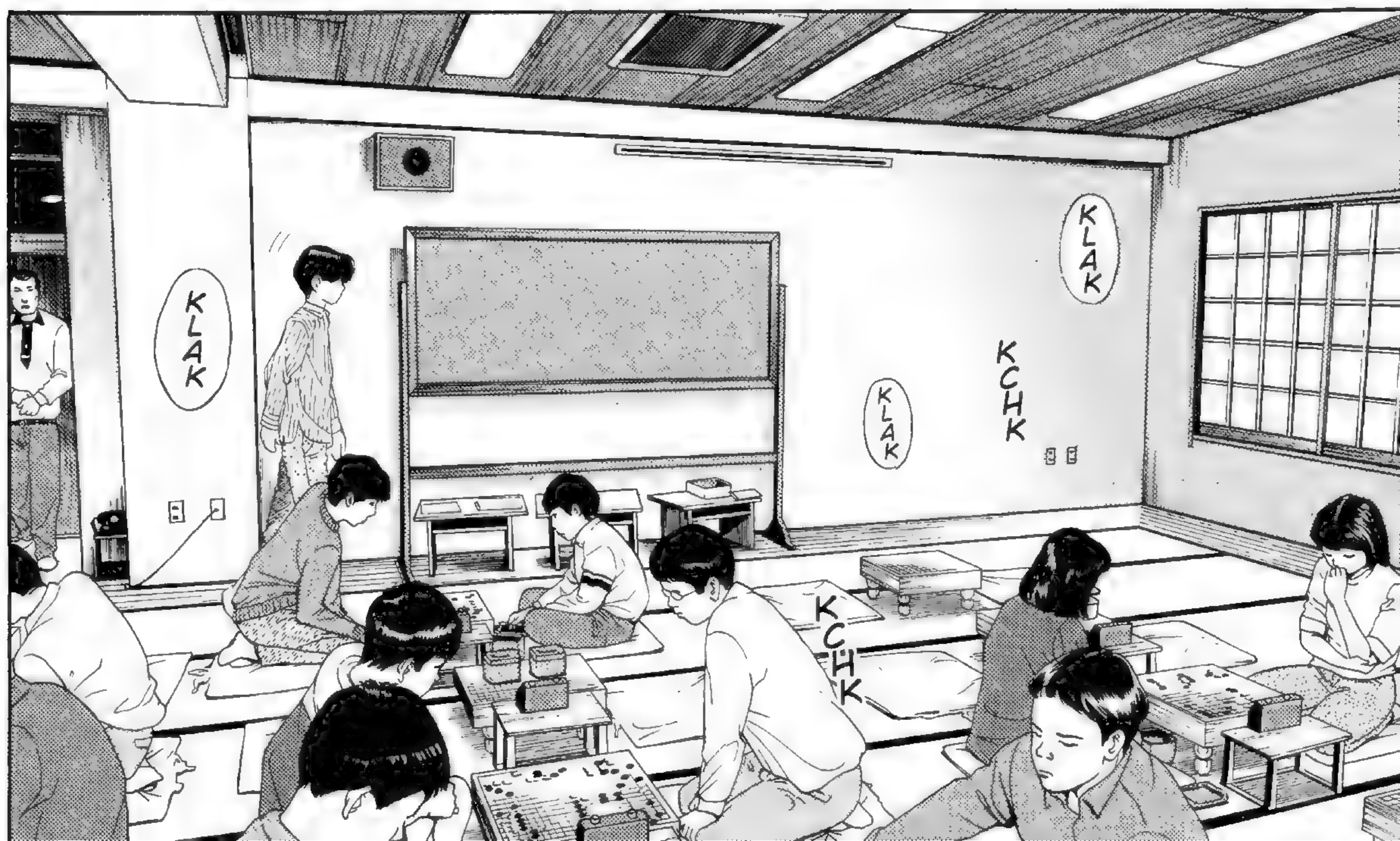
EVEN
IF YOU
LOSE
THE GAME,
YOU MAY
STILL BE
ACCEPTED.



COME
NOW...

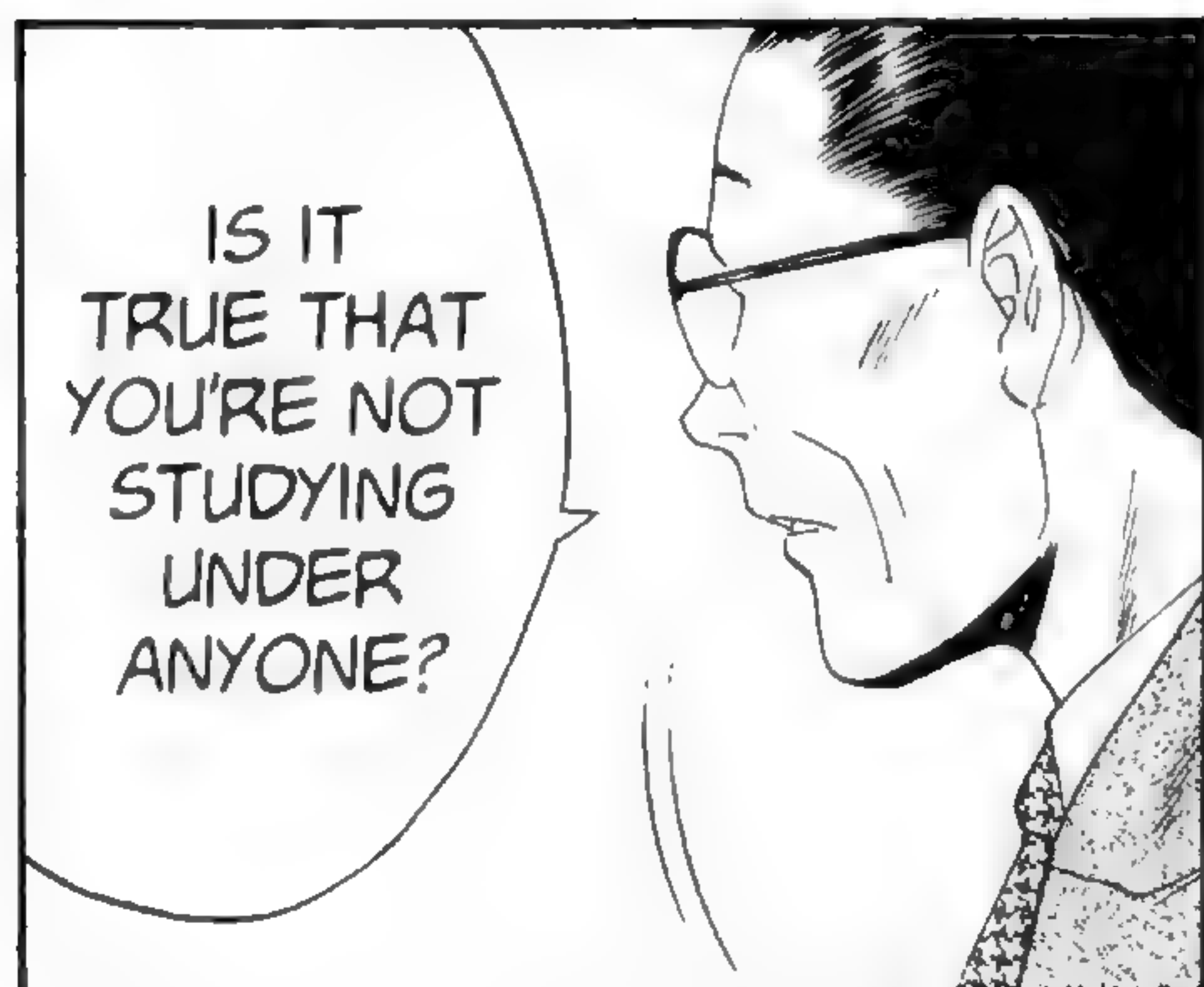
YOU
DON'T
HAVE TO
BE SO
TENSE.



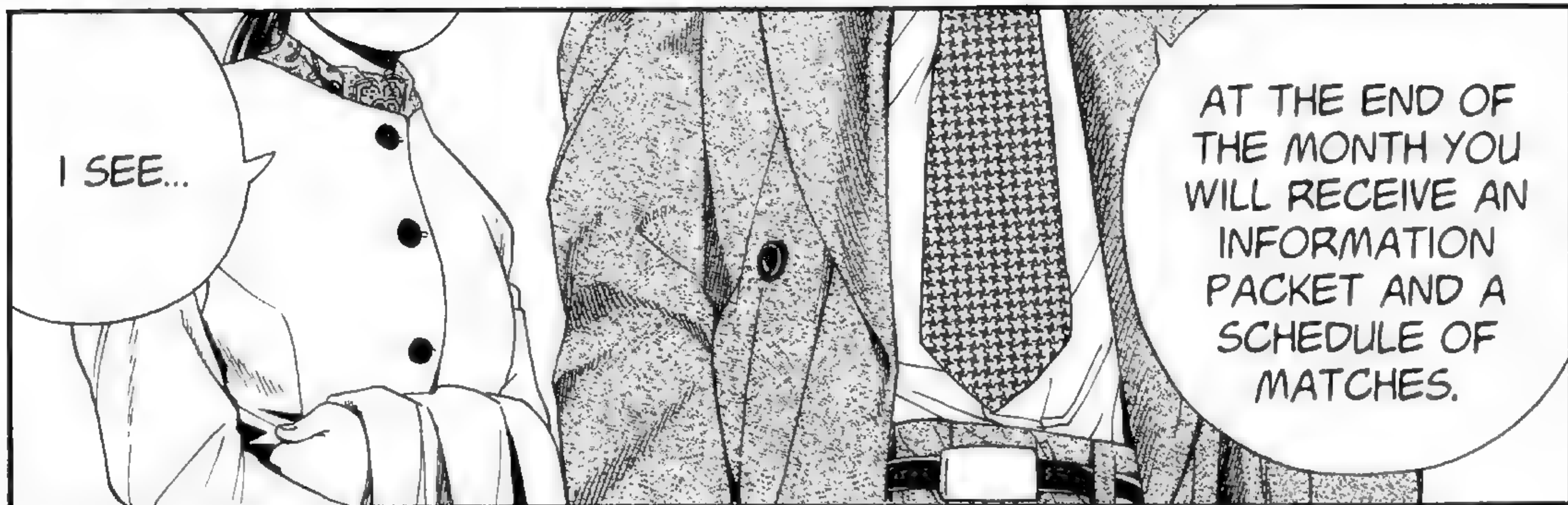












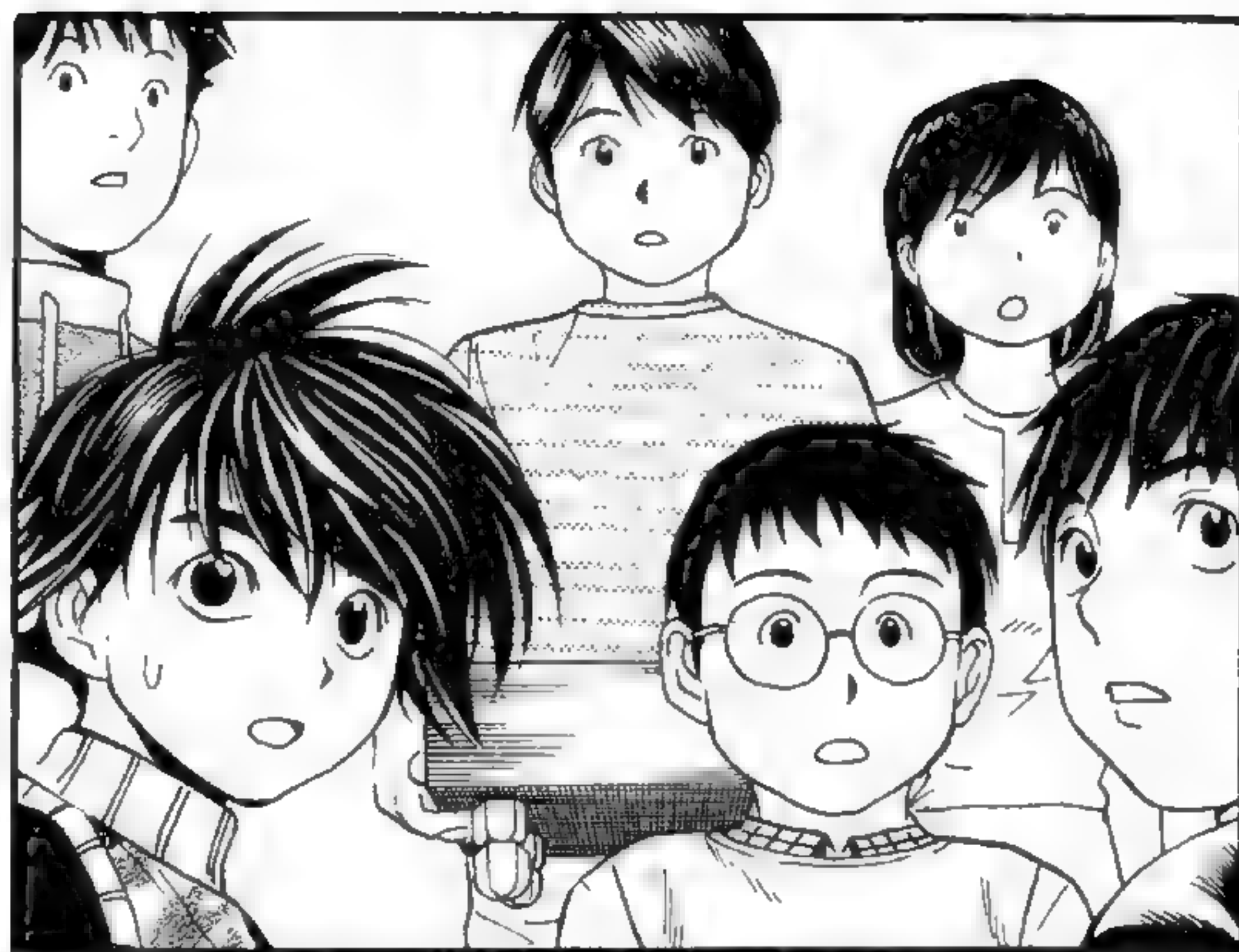










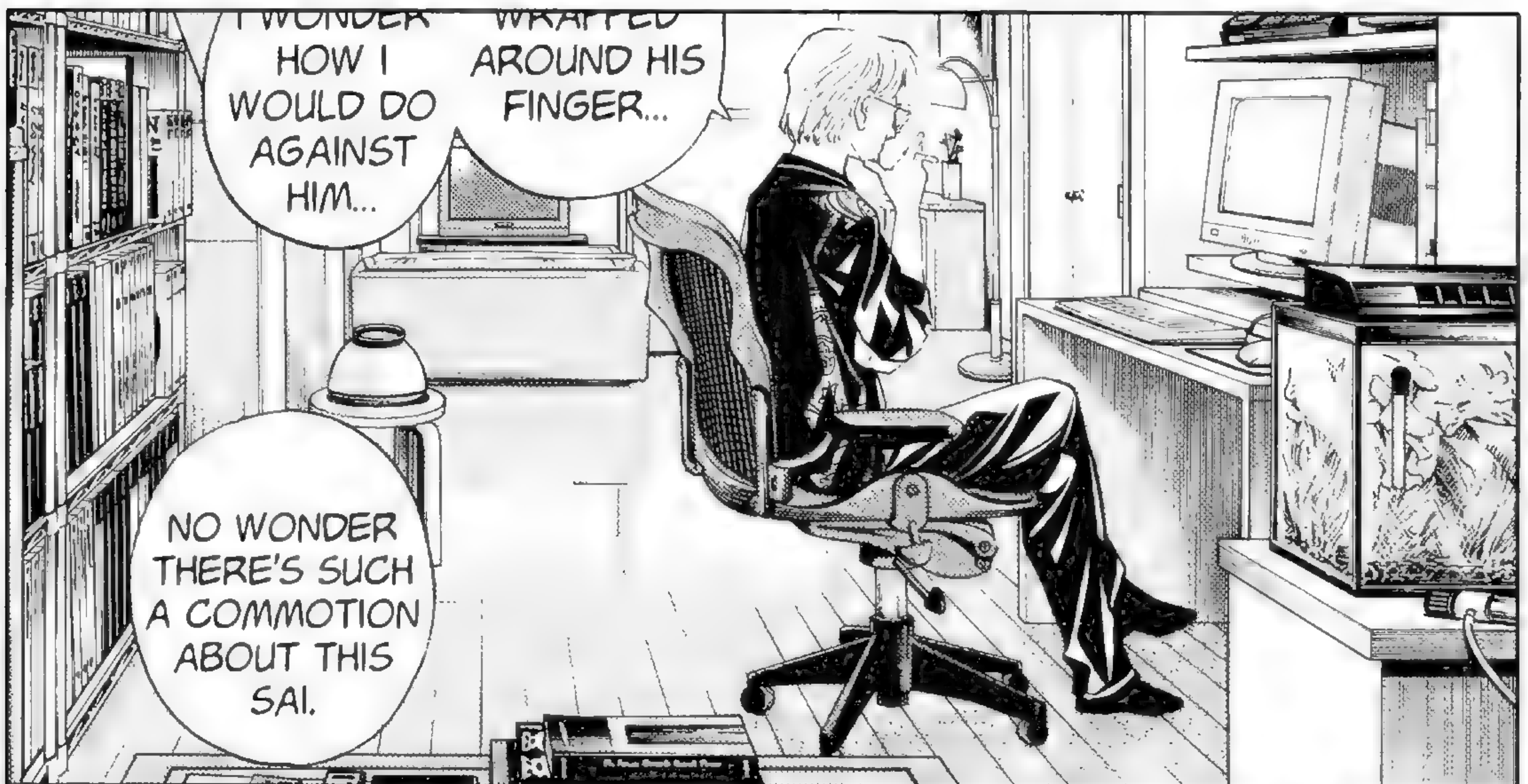


A WORD ABOUT HIKARU NO GO

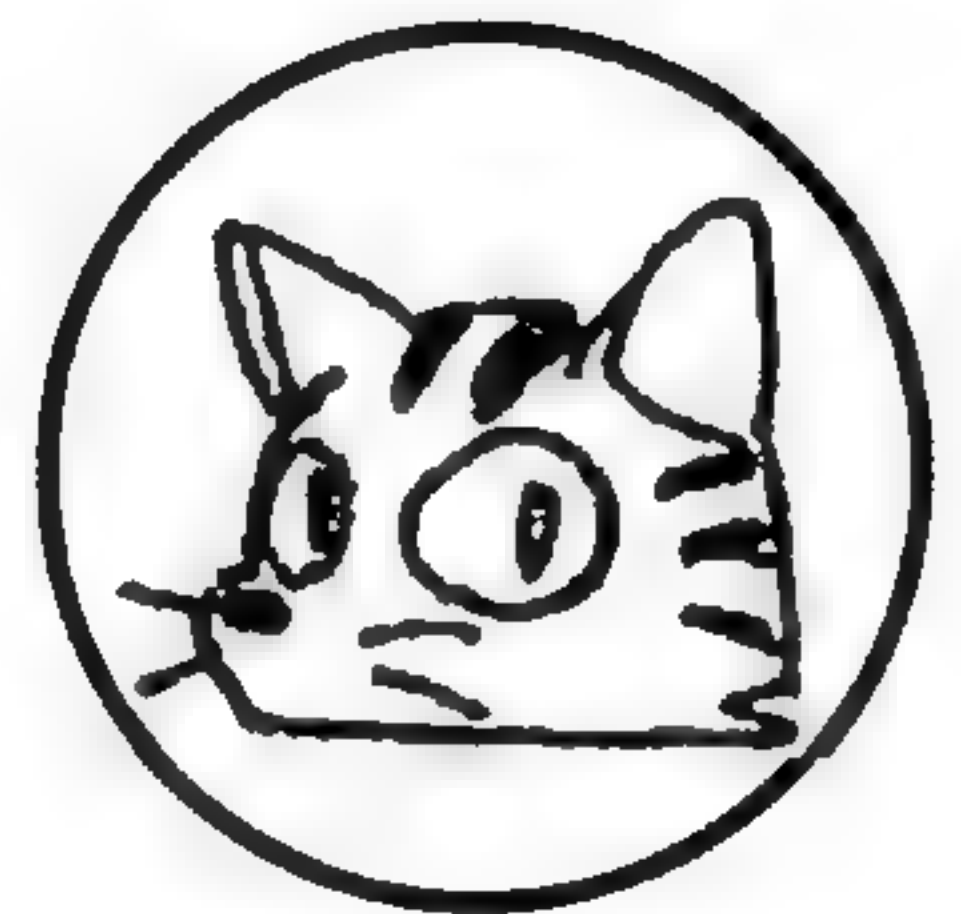
HIKARU'S SHOES



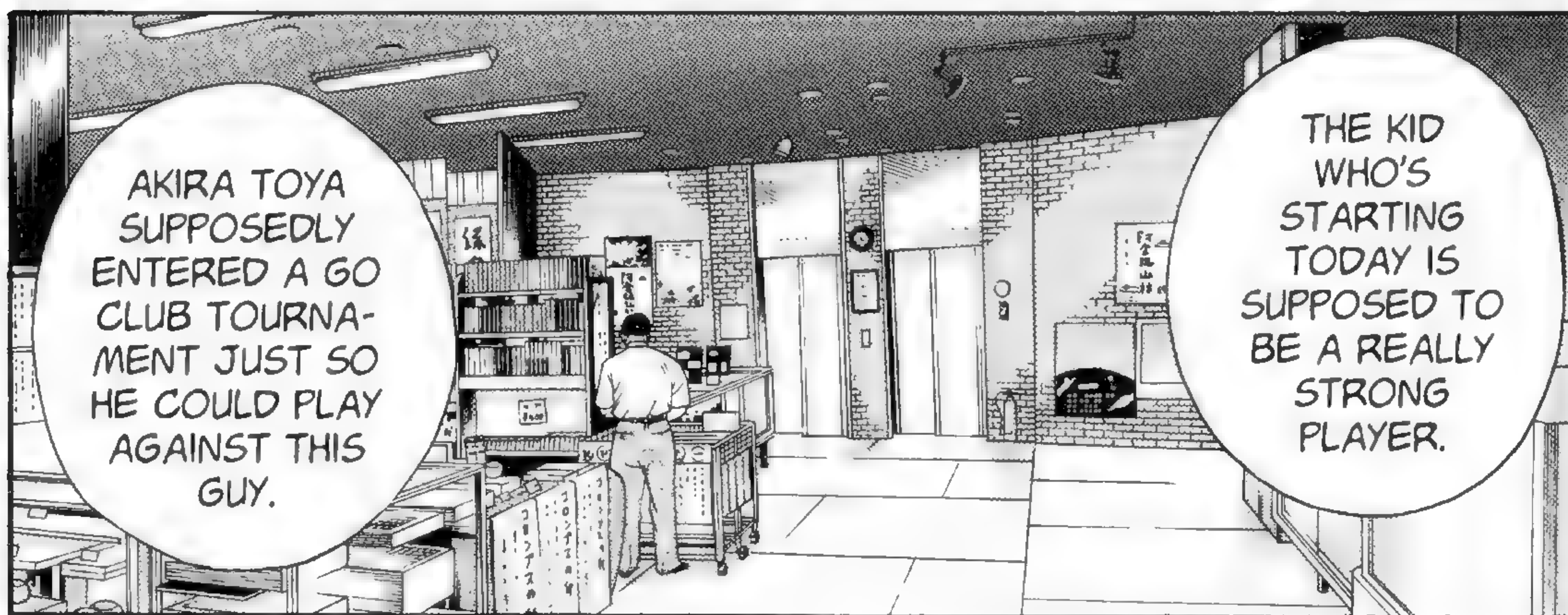
HIKARU'S SHOES ARE EXACTLY LIKE TAKESHI OBATA'S FAVORITE PAIR. AND OGATA 9 DAN'S CHAIR IS TAKESHI OBATA'S FAVORITE CHAIR.



THIS KIND OF THING HAPPENS OFTEN IN THE ARTWORK. I WONDER IF THAT'S ALSO THE CASE IN GAME 38 WITH THE GAMERA* THAT APPEARS IN HIKARU'S ROOM. AND ARE THOSE TAKESHI OBATA'S FAVORITE DUMBBELLS?



*GAMERA IS A GIANT MONSTER FROM THE MOVIES, SIMILAR TO GODZILLA.





D
I
N
G

HE'S THE
ONLY ONE
WHO
PASSED.

Game 45 "Black Coffee"





They believe that a powerful new opponent has emerged.

SAI, IS EVERYBODY GLARING AT ME?



HI...

OH...



YOU CAN LEAVE YOUR BAG AND STUFF OVER THERE.

It's all because of what you told them about Akira.



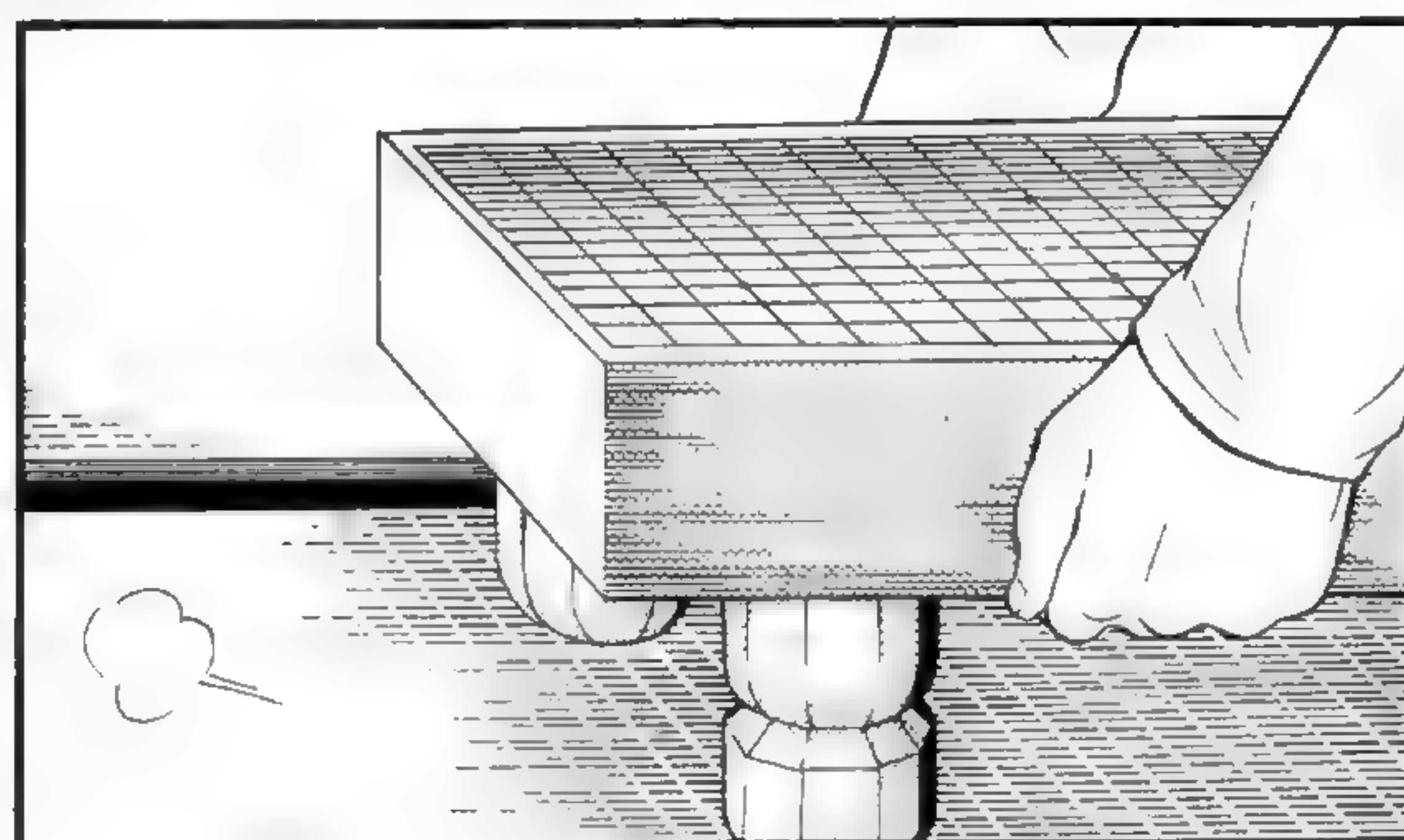
PLEASE PUT AWAY YOUR SHOES ON THE SHELF.

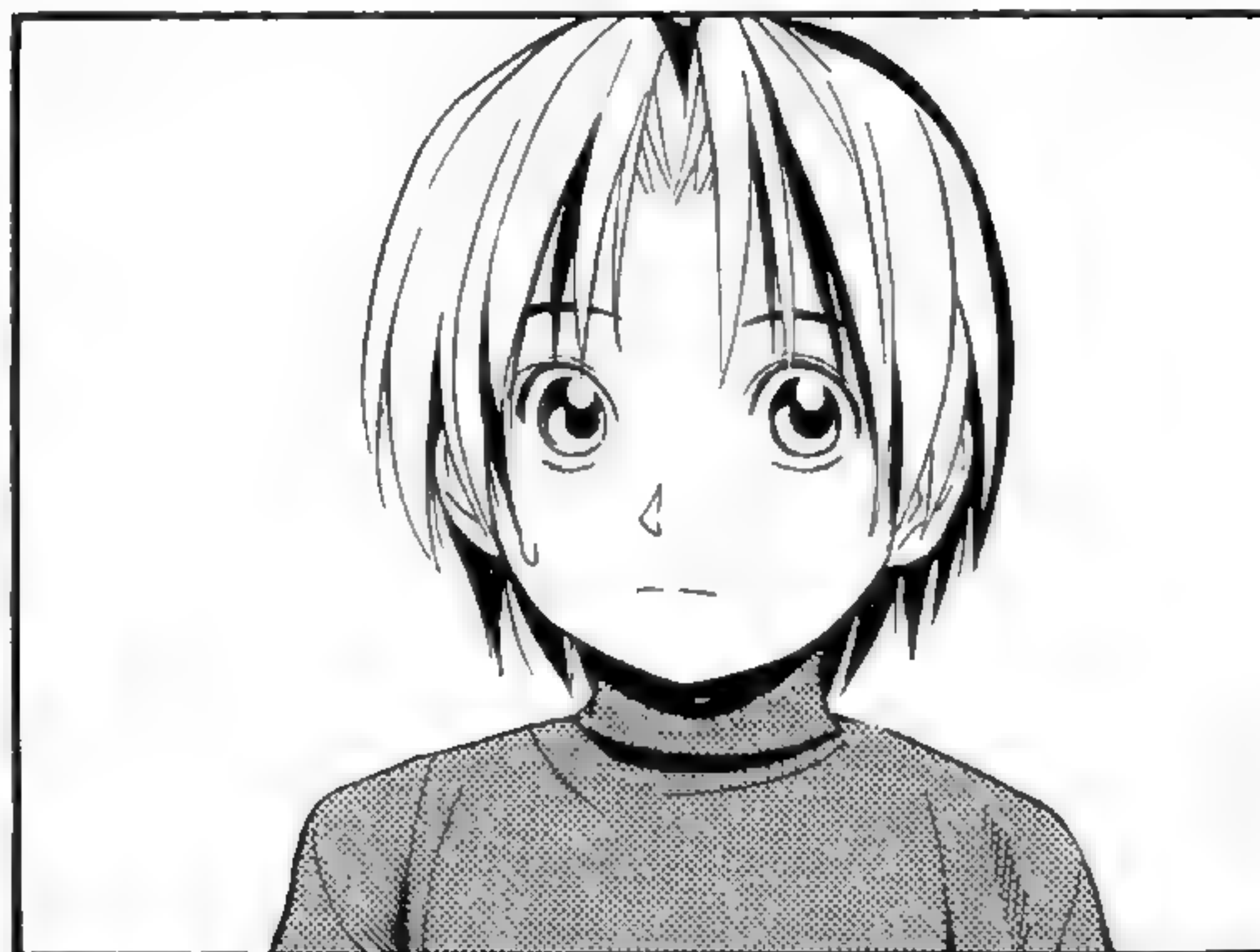


IT'S MY FIRST DAY AND I'M ALREADY REALLY WORRIED.

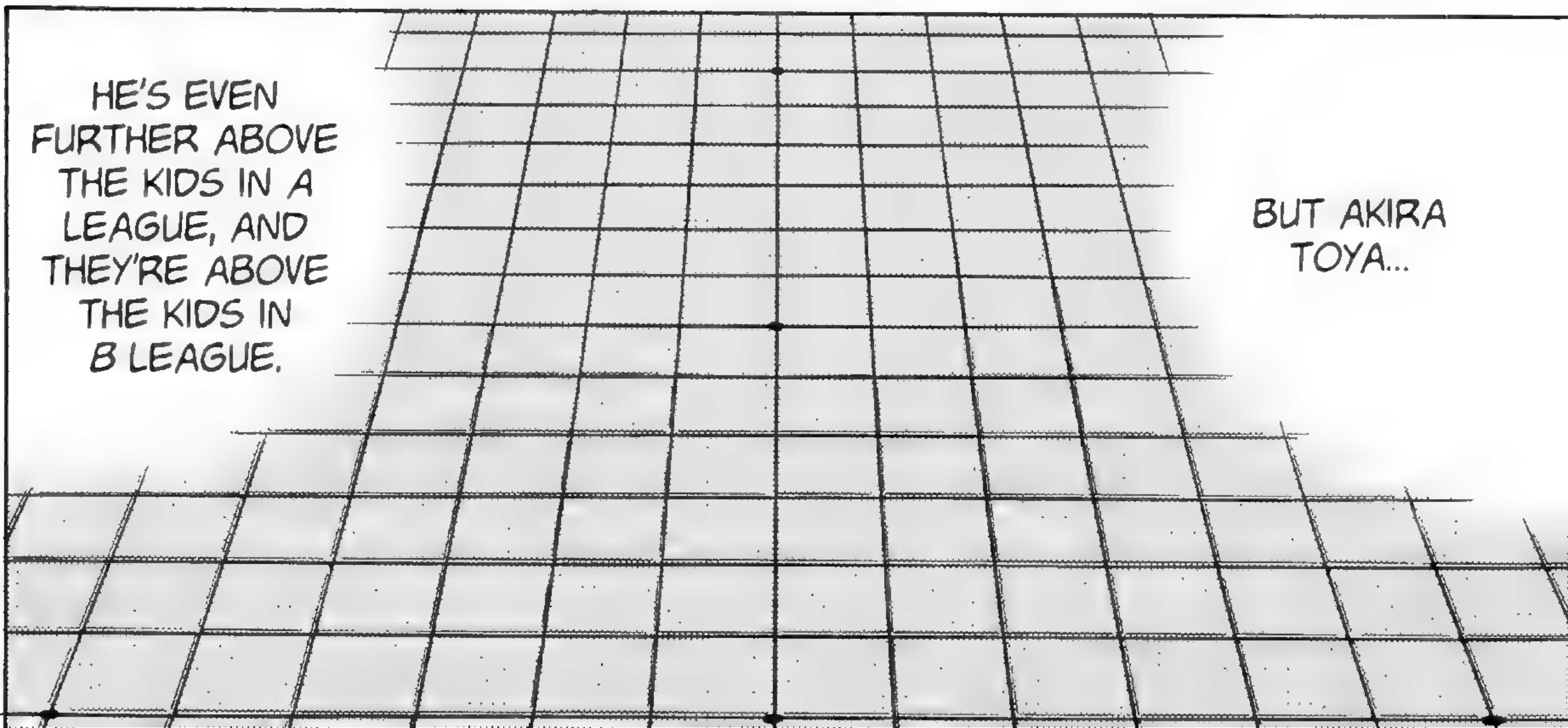
HMM...

TMP



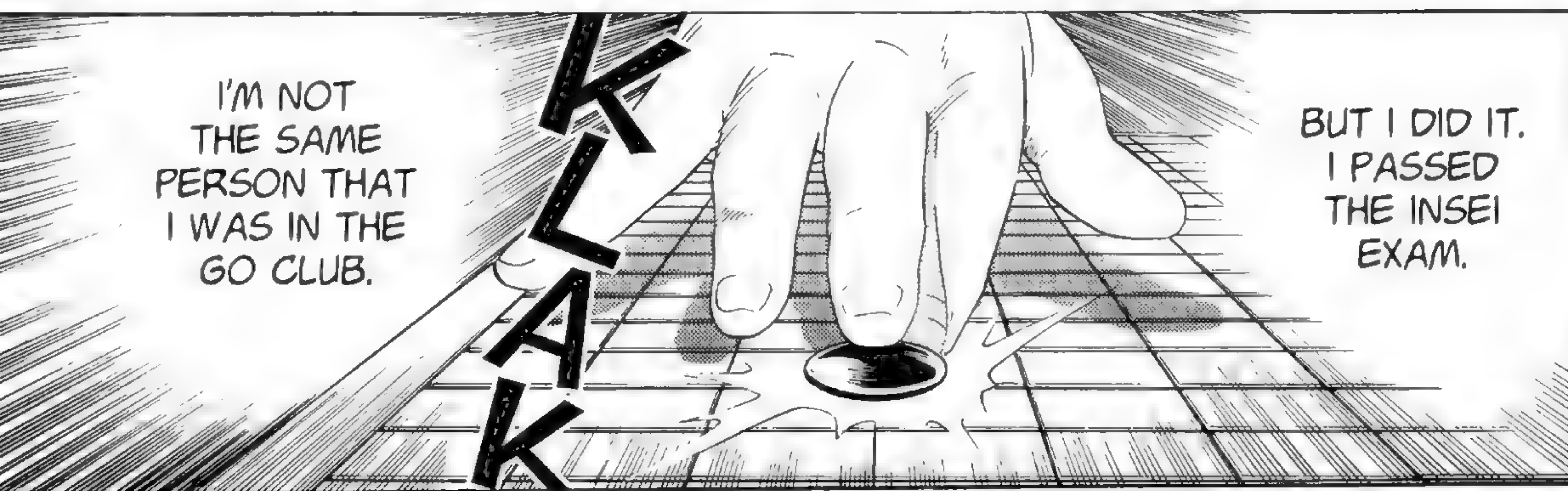
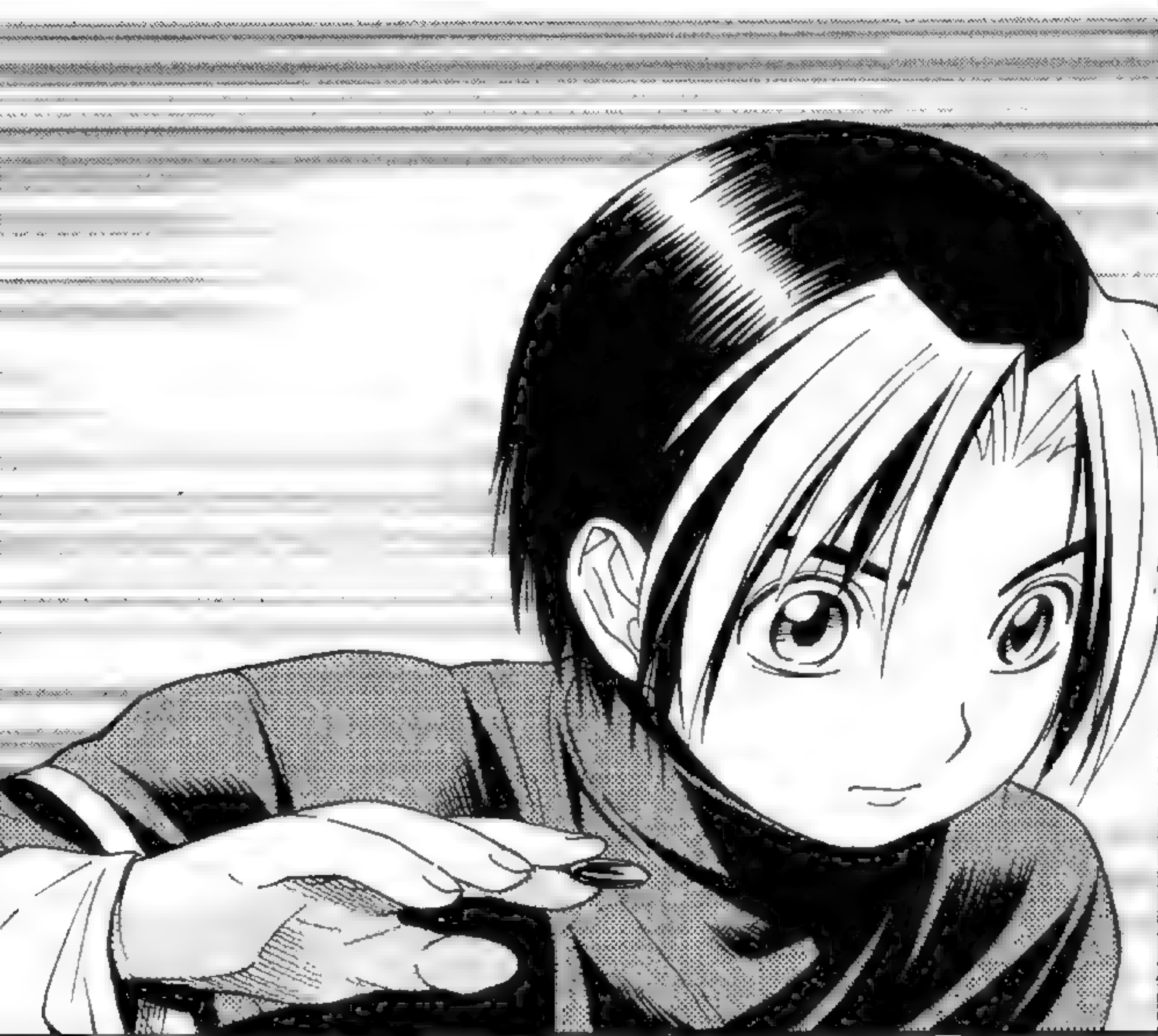






HE'S EVEN
FURTHER ABOVE
THE KIDS IN A
LEAGUE, AND
THEY'RE ABOVE
THE KIDS IN
B LEAGUE.

BUT AKIRA
TOYA...

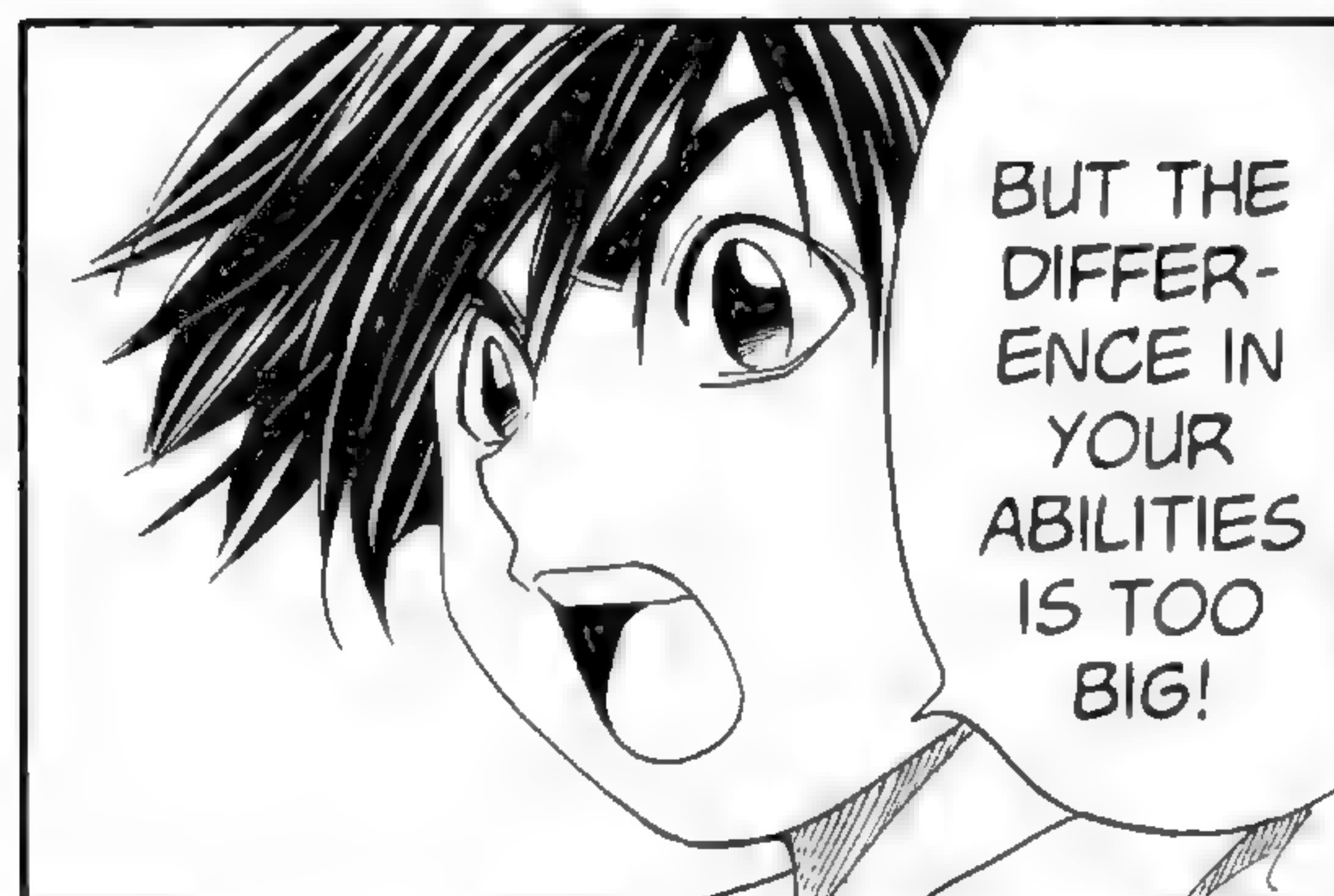










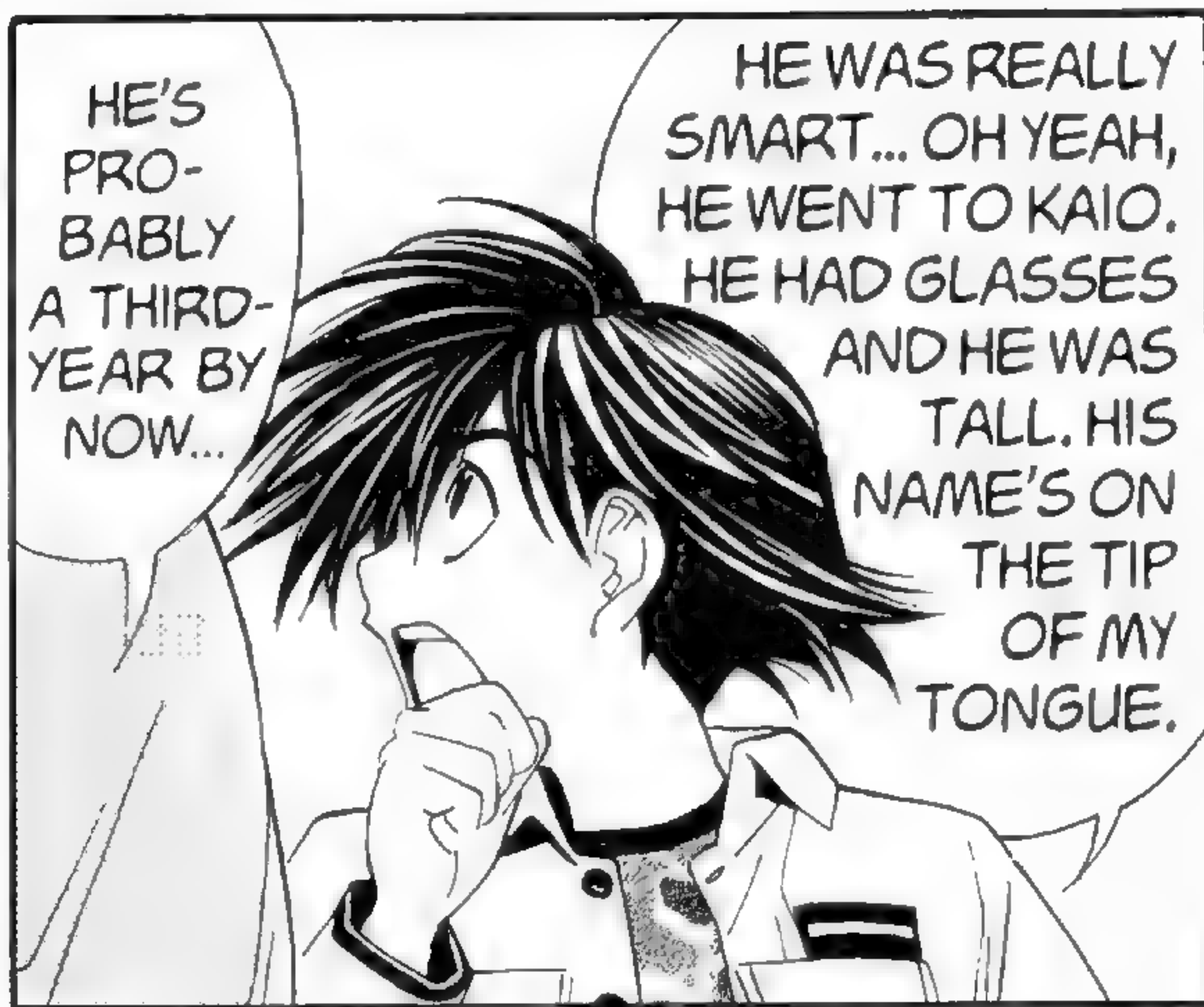


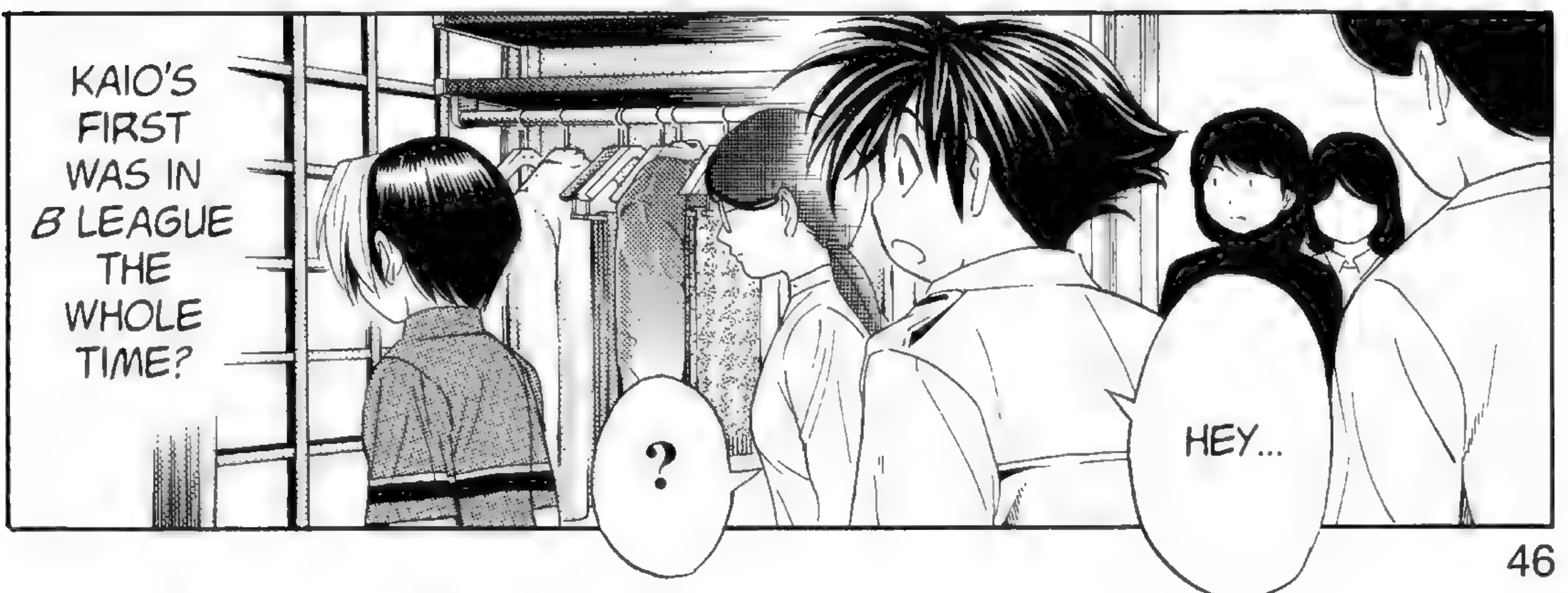








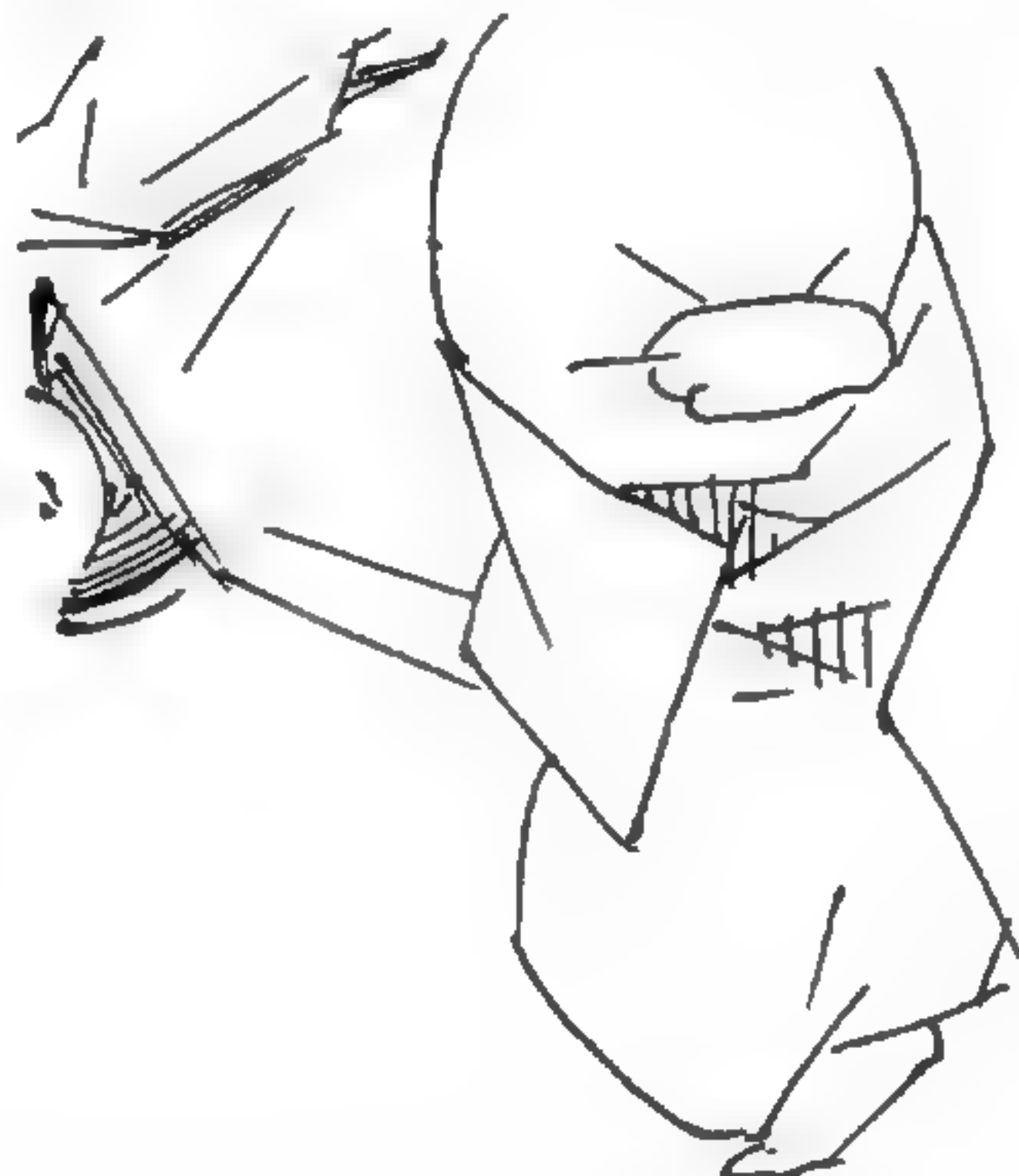






YOU CAN SEE
THE BOTTOMS
OF SAI'S FEET,
WHICH IS BOTH
REALLY CUTE
AND NOT CUTE.

OKAY, IT'S
CUTE.



THIS IS THE
WAY OBATA
SENSEI
DREW SAI
FOR THE
CHAPTER
TITLE PAGE
OF GAME 34.

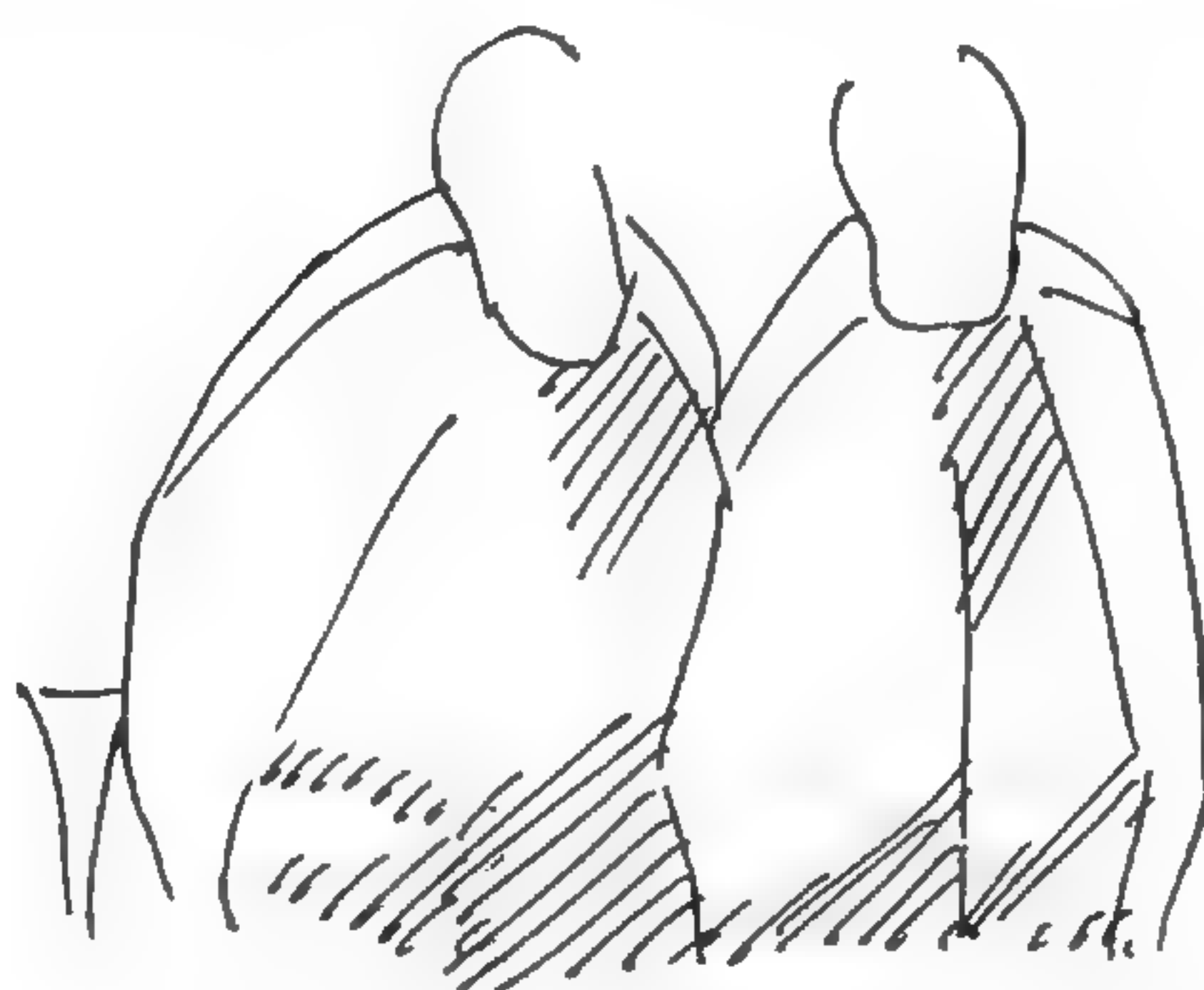
HIKARU NO GO STORYBOARDS

(15)

YUMI
HOTTA



SO THERE'S A
CONNECTION
BETWEEN THE
WAY SAI WAS
DRAWN IN
GAME 34 AND
THE WAY HE
WAS DRAWN
IN GAME 44.



THAT'S WHY IN
GAME 44, I DREW
SAI FALLING OVER
BACKWARDS.

AND THEN IN GAME 48, THERE'S THE IMAGE OF SAI CRYING
BEHIND AN INSEI INSTRUCTOR.

THIS TURNED OUT TEN TIMES CUTER THAN MY STORYBOARD DRAWING.
I SAW THAT, AND IT JUST MADE ME WANT TO DRAW SAI EVEN CUTER.
AND THEN OBATA SENSEI TURNS IT AROUND AND DRAWS
SAI EVEN CUTER.

...GETS CUTER
AND CUTER.

Oh, the copies
of the artwork!

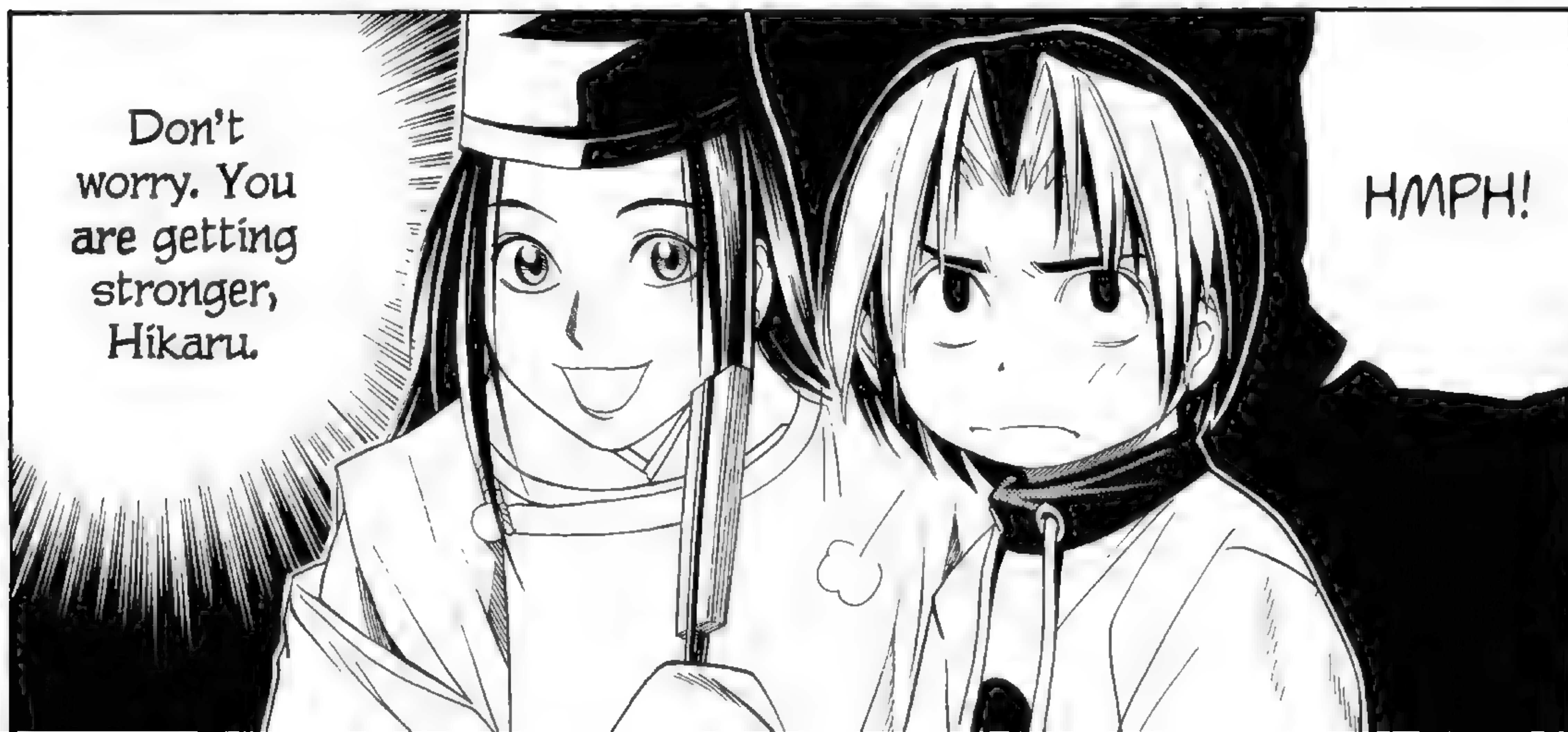
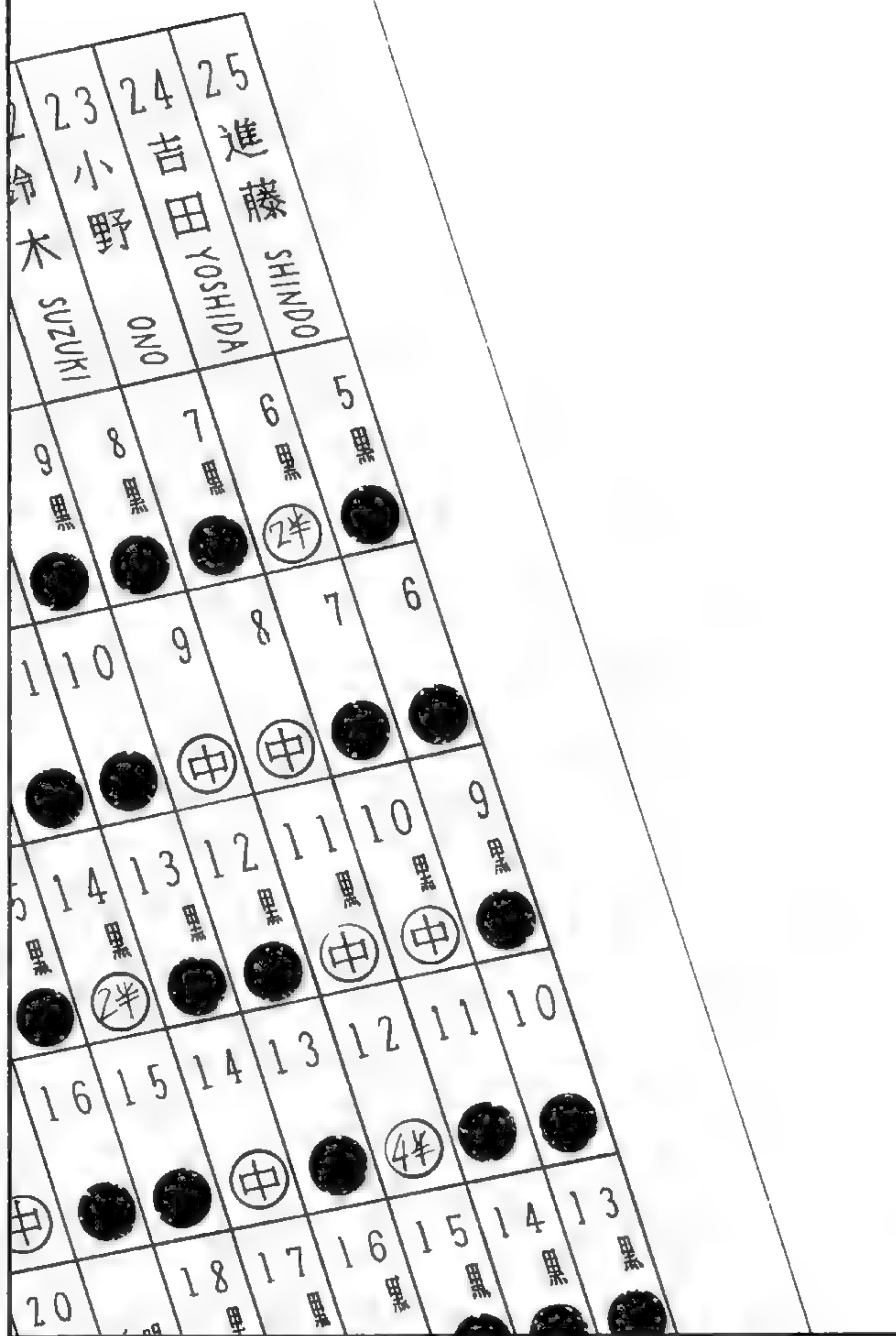


Special
delivery...

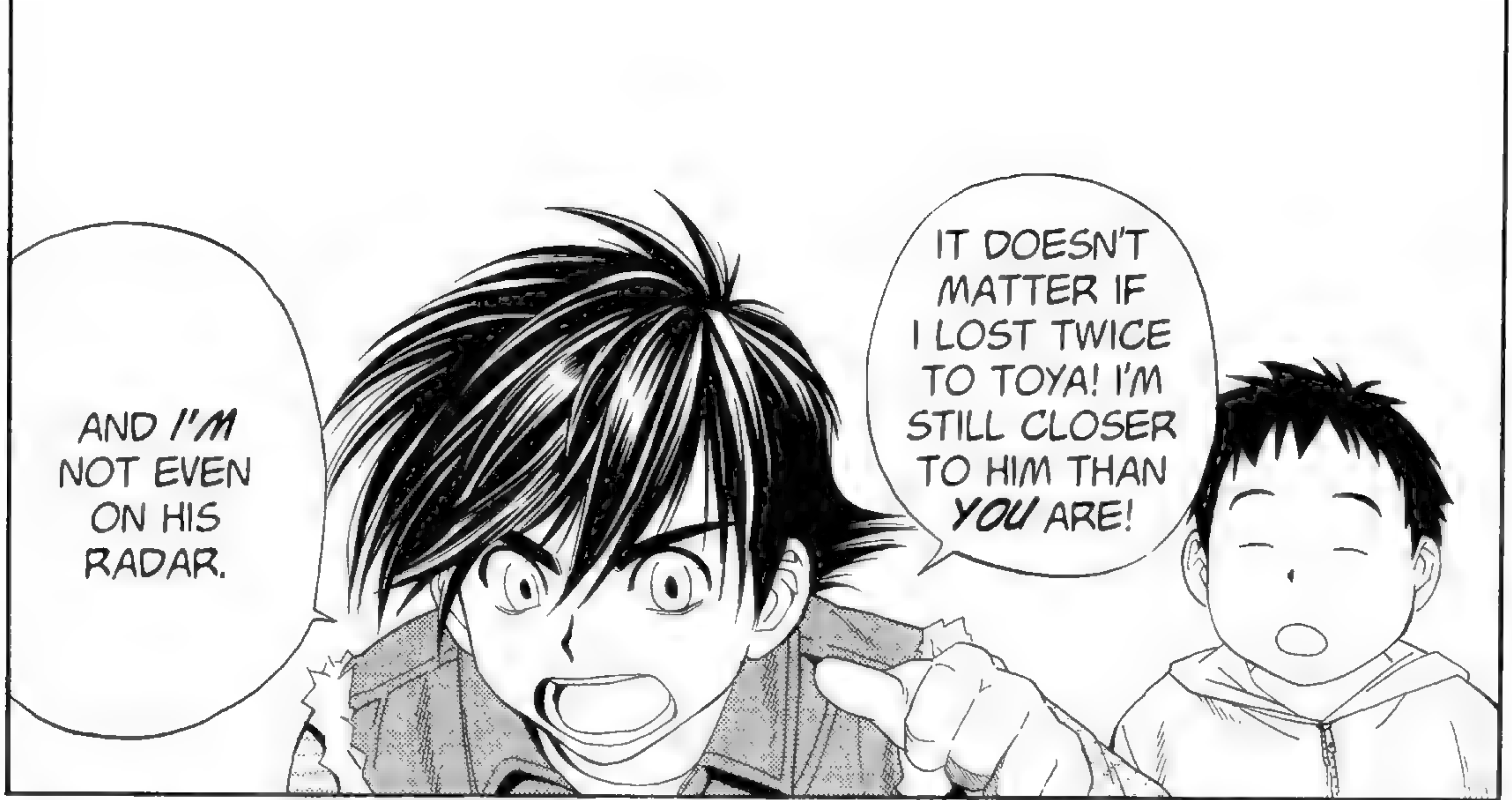
AND THIS
IS HOW
THE
'CUTE'
VERSION
OF SAI...

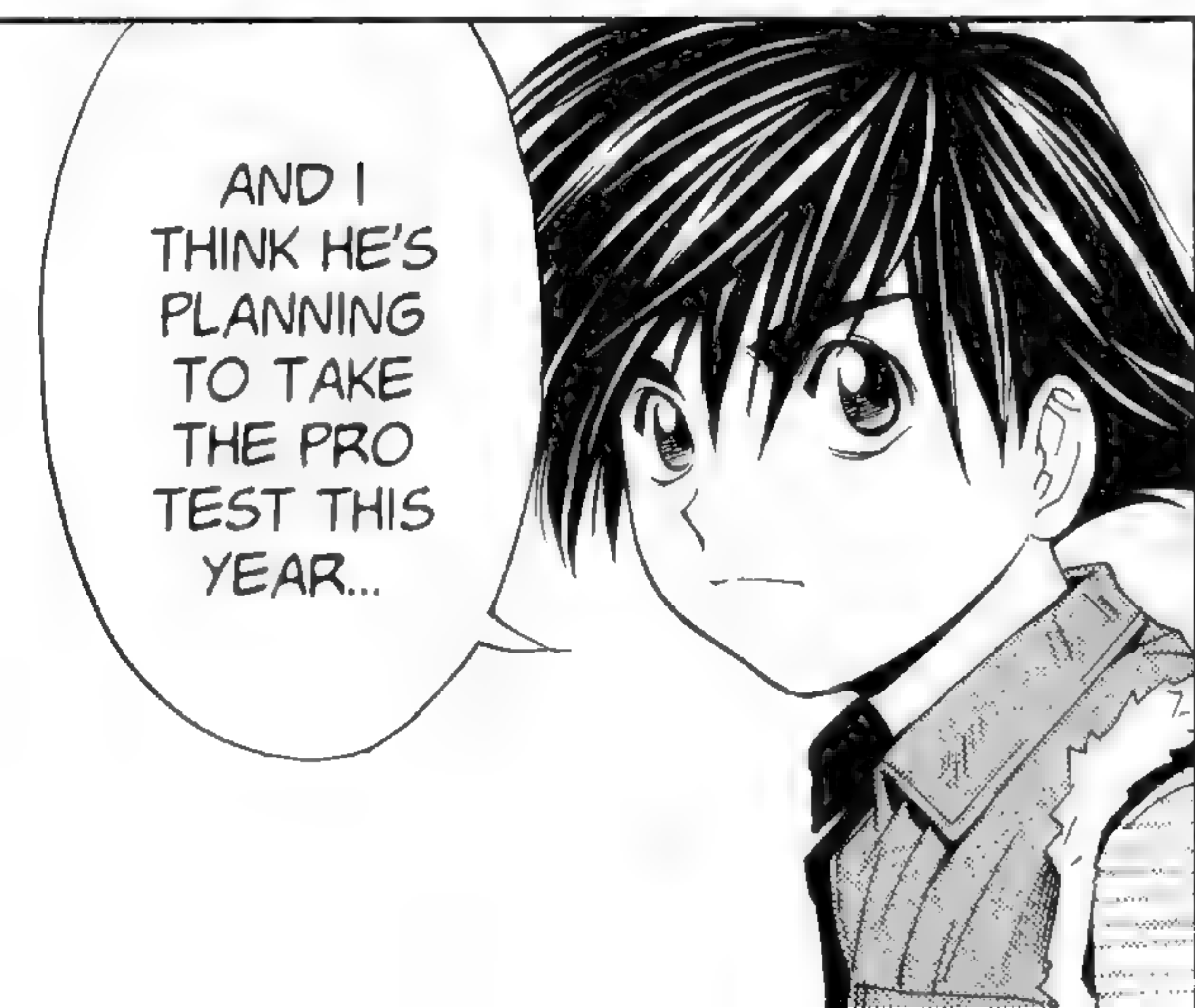
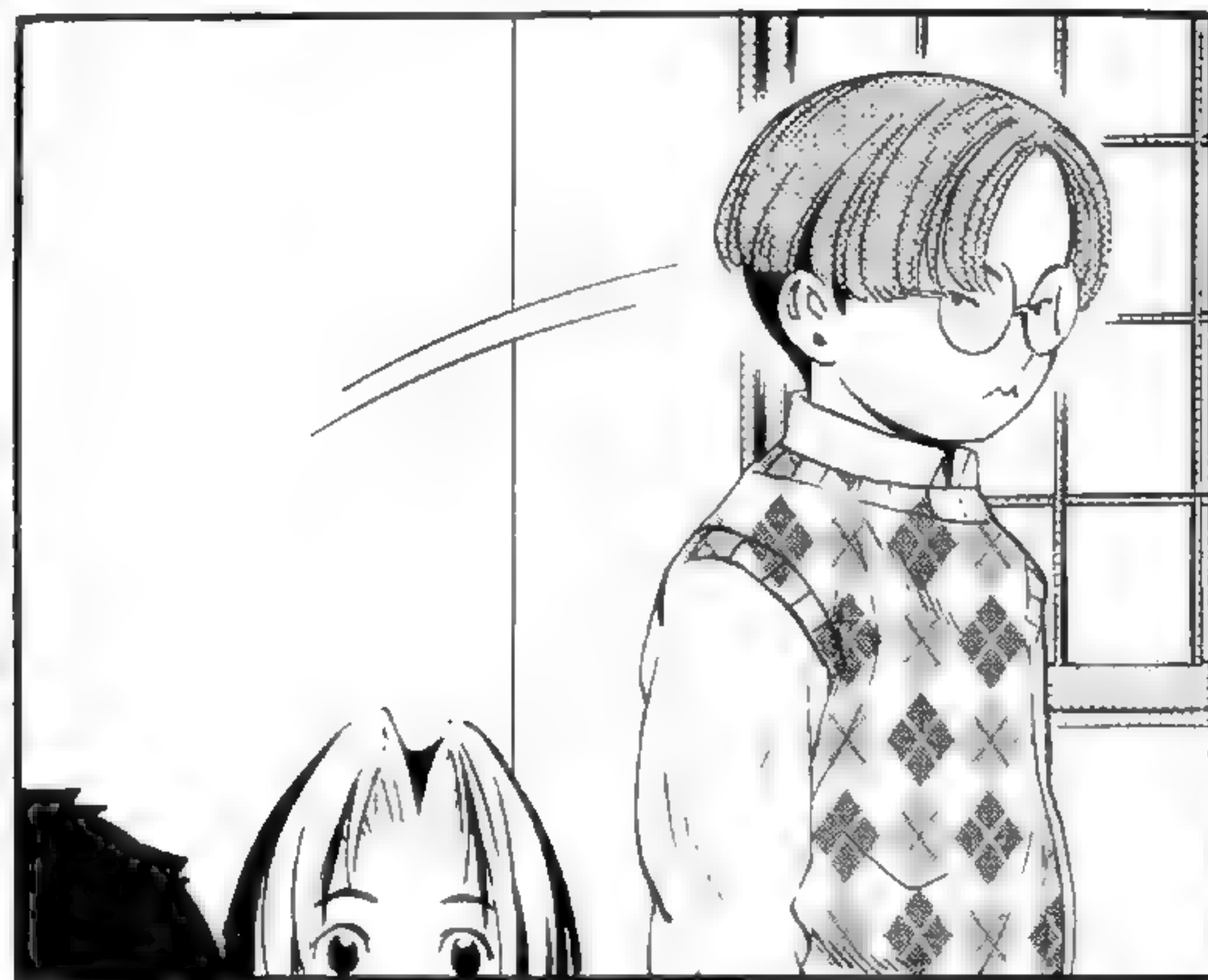
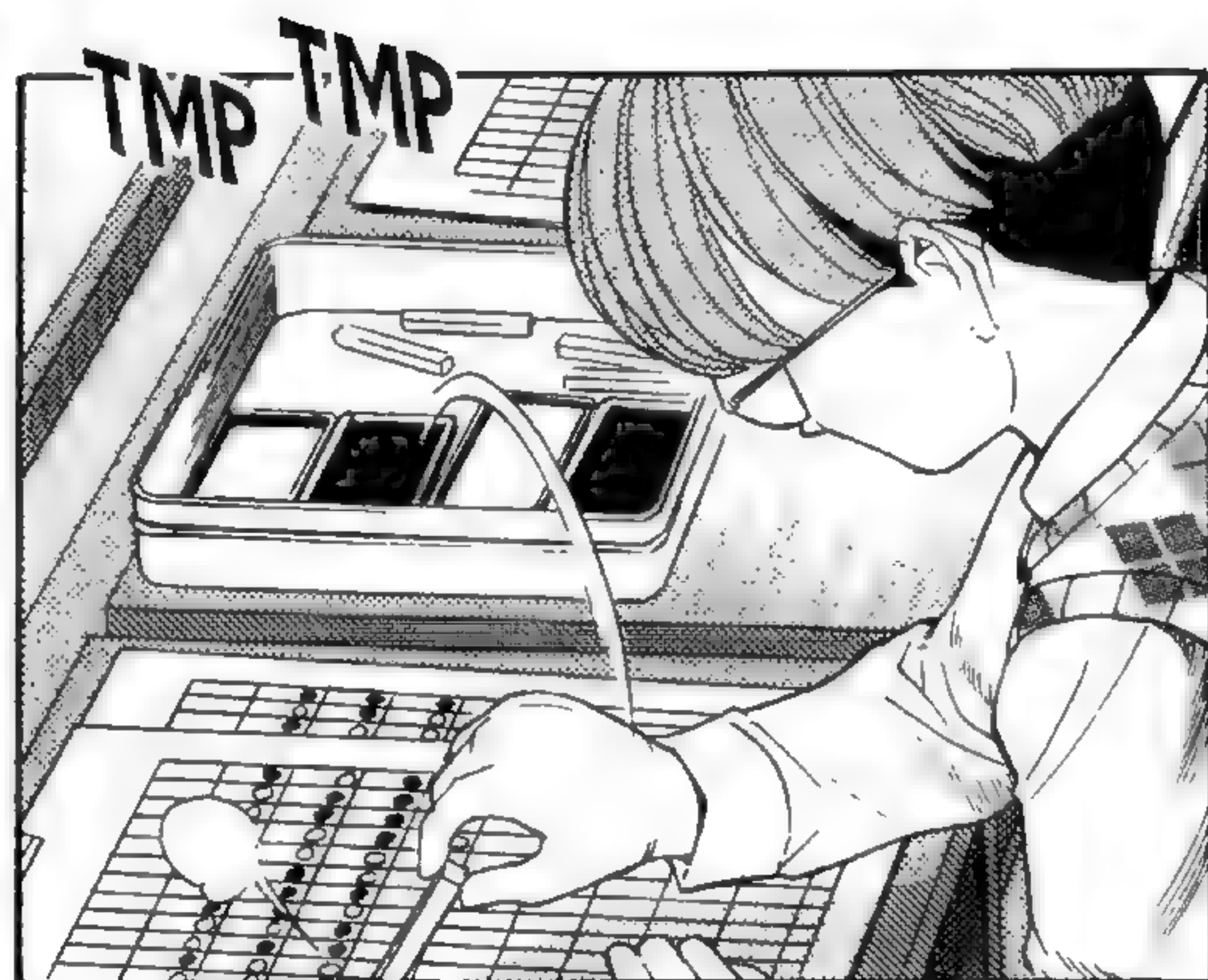


Game 46 "Catalyst"





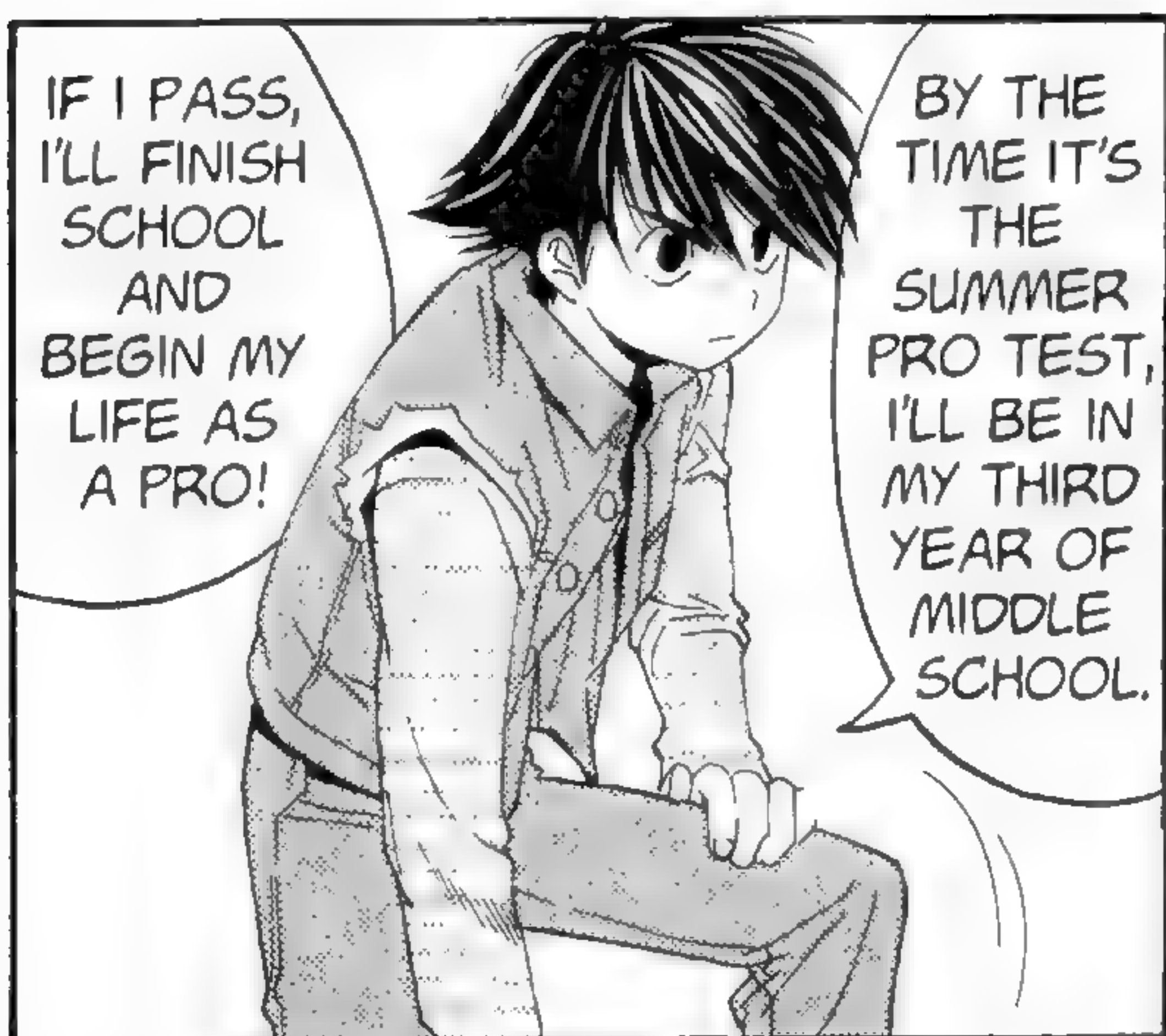






HA HA!
I FEEL THE
EXACT
SAME
WAY!

I HATE IT!
IT'S SUCH A
PAIN TO BE
IN CLASS FOR
SO MANY
HOURS A
DAY.



IF I PASS,
I'LL FINISH
SCHOOL
AND
BEGIN MY
LIFE AS
A PRO!

BY THE
TIME IT'S
THE
SUMMER
PRO TEST,
I'LL BE IN
MY THIRD
YEAR OF
MIDDLE
SCHOOL.



YOU
DON'T
LIKE
SCHOOL-
WORK?

I WANT TO
PASS THE PRO TEST
THIS YEAR, TOO. IF I
DO, THEN I DON'T
HAVE TO GO TO
HIGH SCHOOL.




ISUMI...

I WANT TO
PASS THIS
YEAR, TOO.



IT DOESN'T
MATTER IF
YOU'RE NOT
AN INSEI
ANYMORE.
YOU CAN
KEEP TAKING
THE PRO
TEST UNTIL
YOU'RE 30.

I'M 18 THIS
YEAR. THAT'S
THE AGE LIMIT
FOR BEING
AN INSEI.

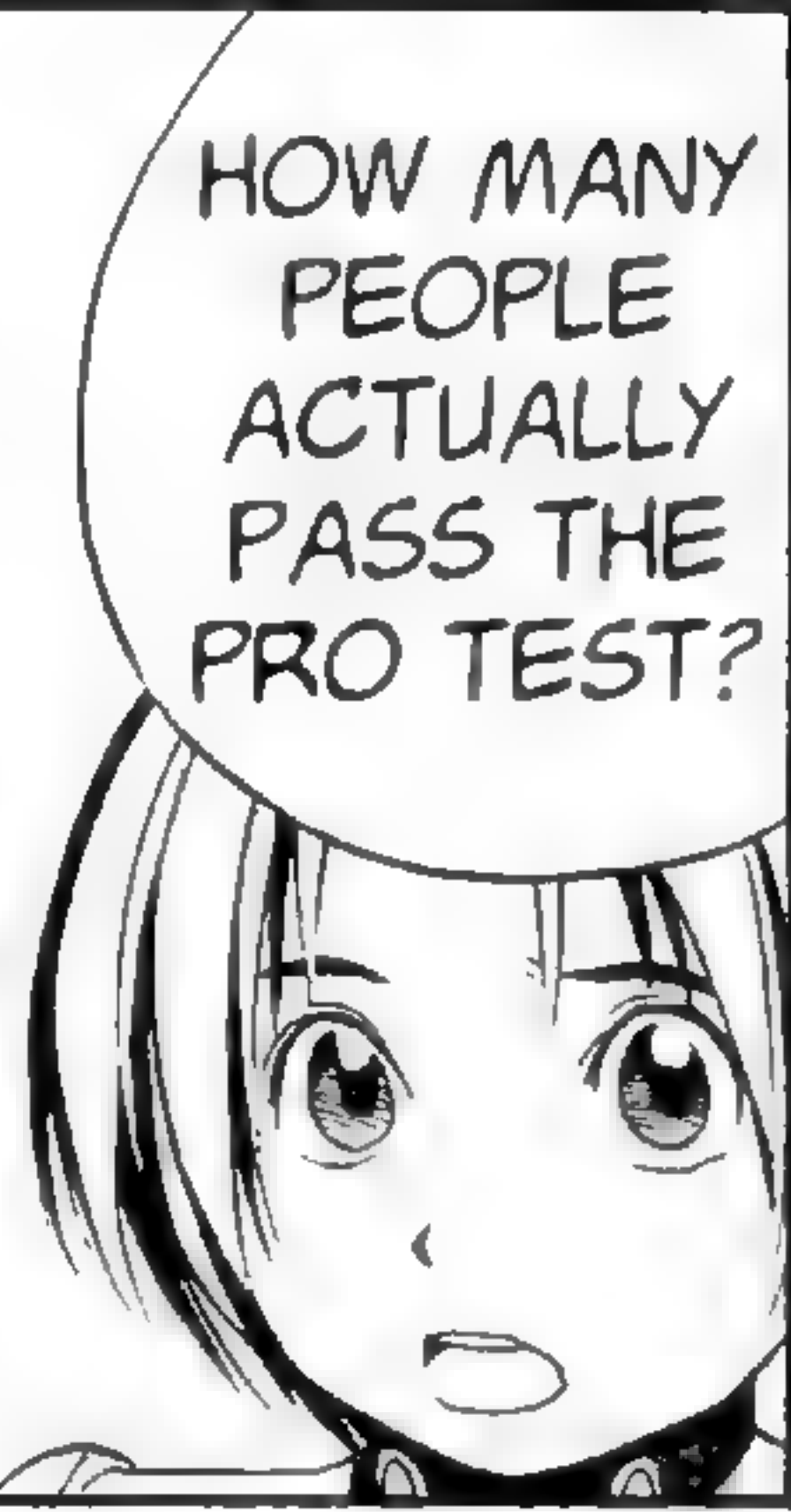


LAST YEAR
AND THE YEAR
BEFORE, I WENT
INTO THE PRO
TEST RANKED AS
THE NUMBER ONE
INSEI. BUT I STILL
DIDN'T PASS.


I KNOW
THAT, BUT
IT'S MORE
A MATTER
OF HOW
I FEEL.



ONLY
THREE.



HOW MANY
PEOPLE
ACTUALLY
PASS THE
PRO TEST?




IF I DON'T
MAKE IT
THIS YEAR, I
DON'T KNOW
IF I CAN
TAKE IT
ANYMORE.



JUST
THREE?!

KCHNK
KCHNK
KCHNK



YOU'VE STILL
GOT A LONG
WAY TO GO,
MR. SIX-
LOSSES-IN-
A-ROW.









YES,
SIR!

AND,
ASHIWARA, I
THINK YOU SHOULD
BE MORE CONCERNED
WITH HOW YOU ARE
FARING. YOU NEED TO
GO BEYOND THE FIRST
OR SECOND
PRELIMINARY
ROUNDS.

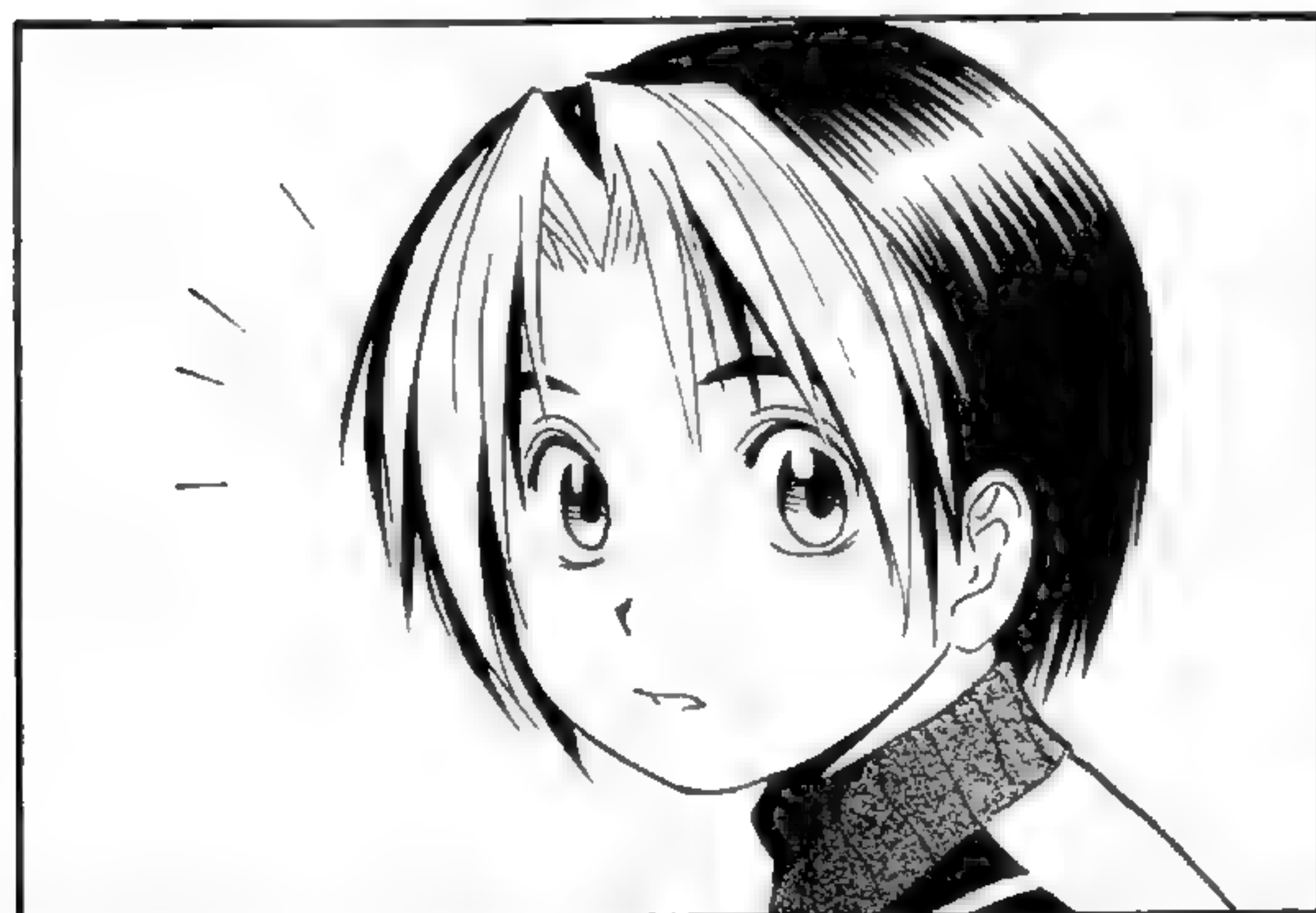
EITHER
WAY, WE
WILL SEE
WHEN AKIRA
STARTS
COMPETING
IN APRIL.

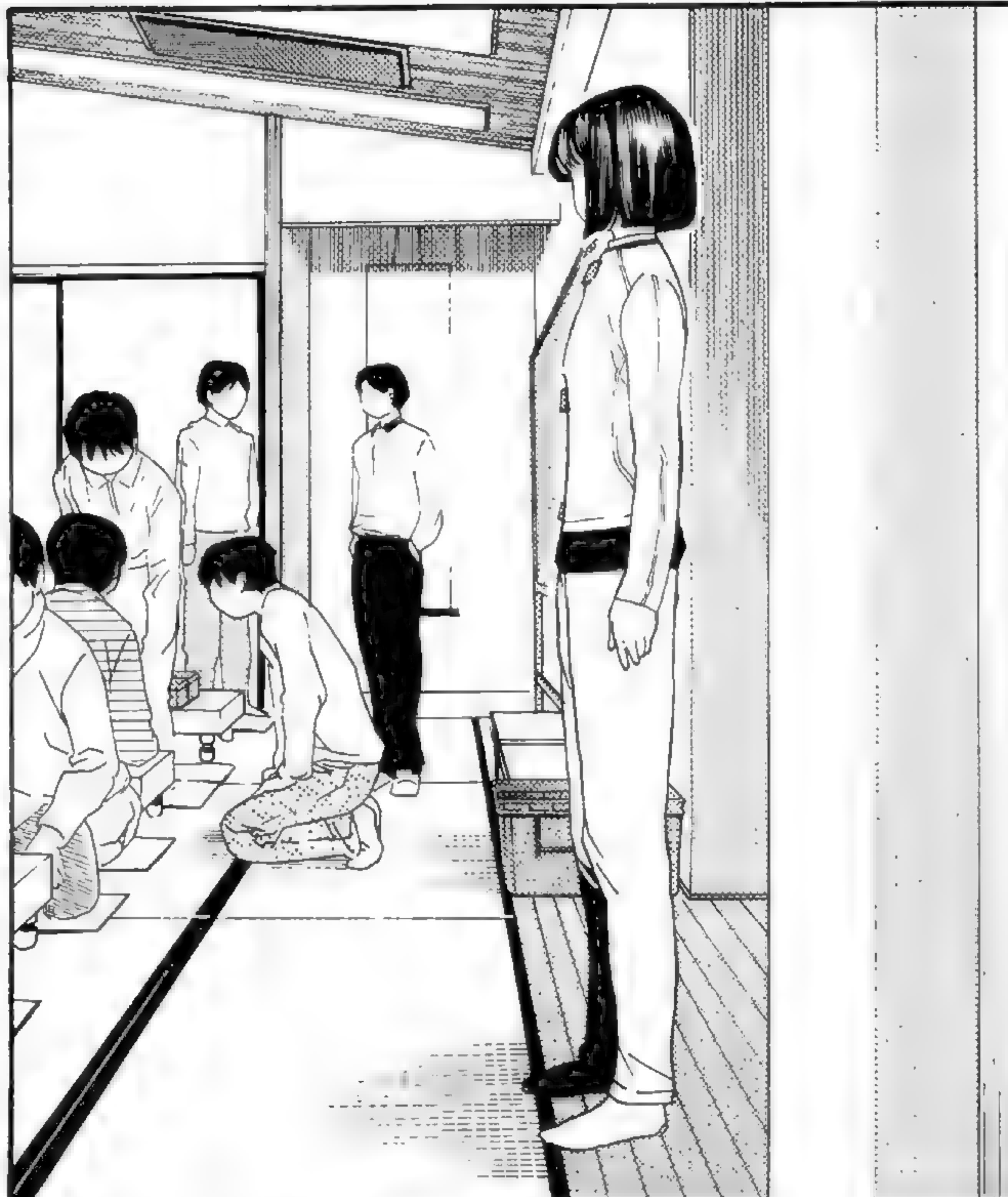
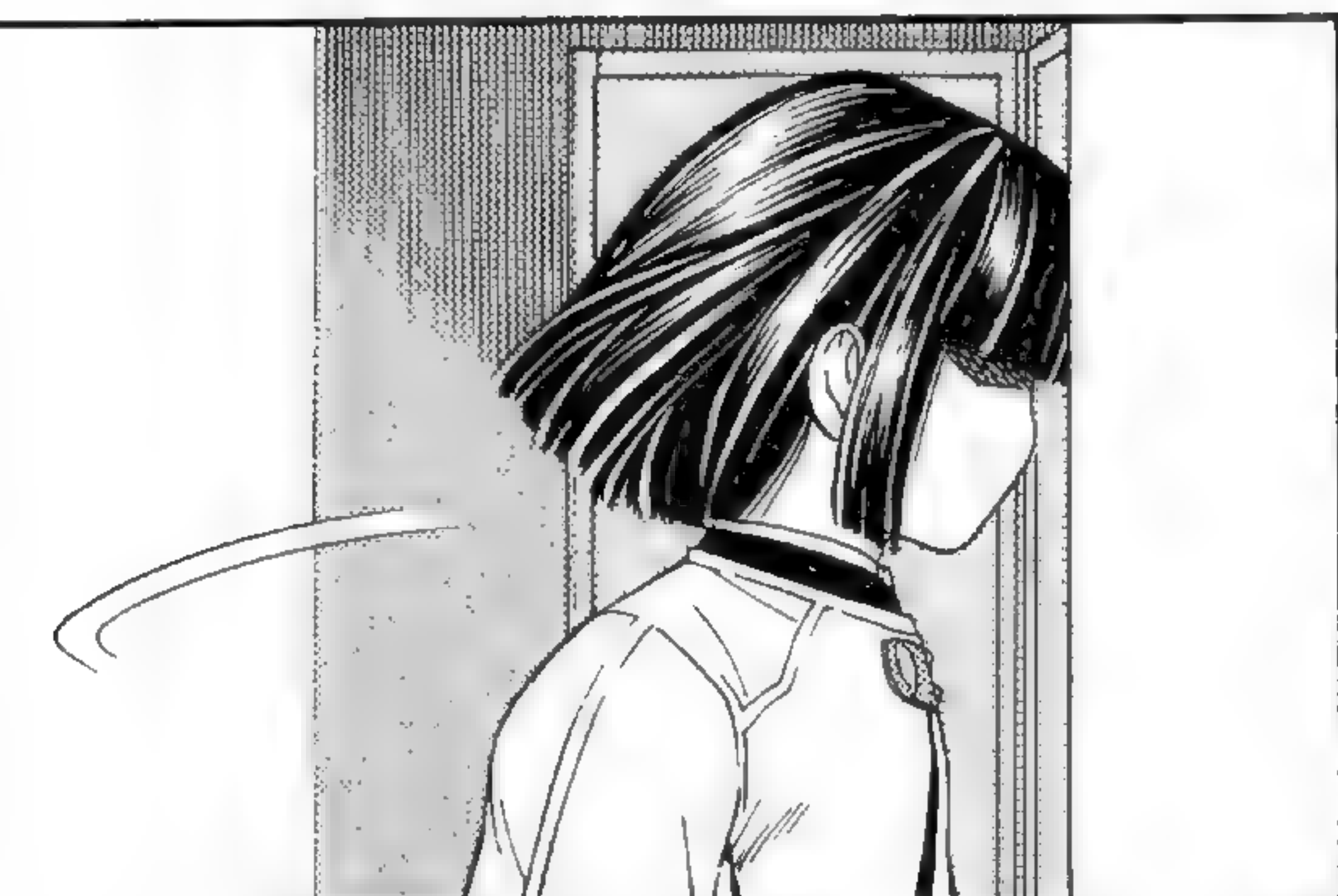


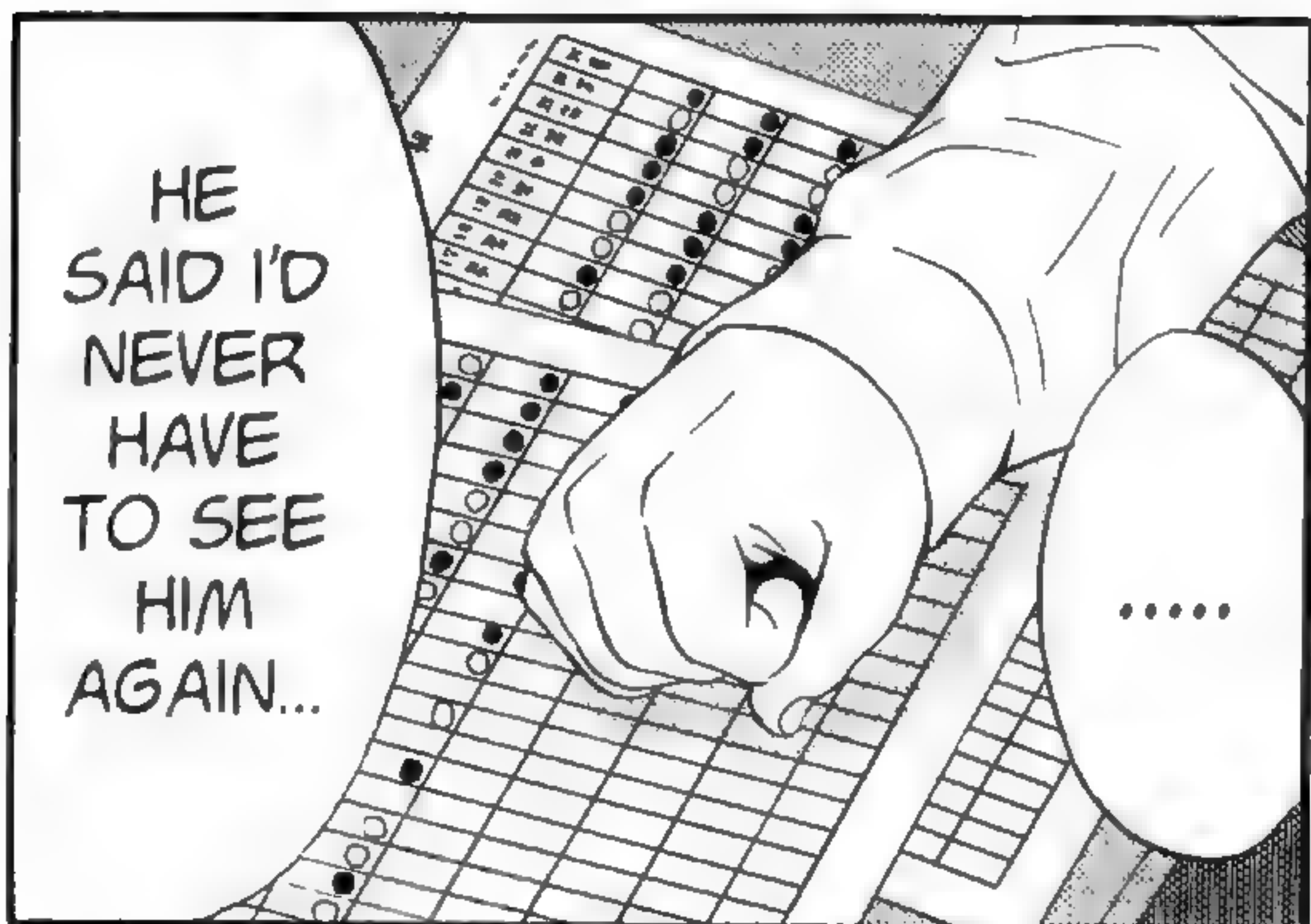
THERE'S
SOME-
THING I
WANT TO
SHOW
YOU.



ARE YOU
FREE THIS
SUNDAY?







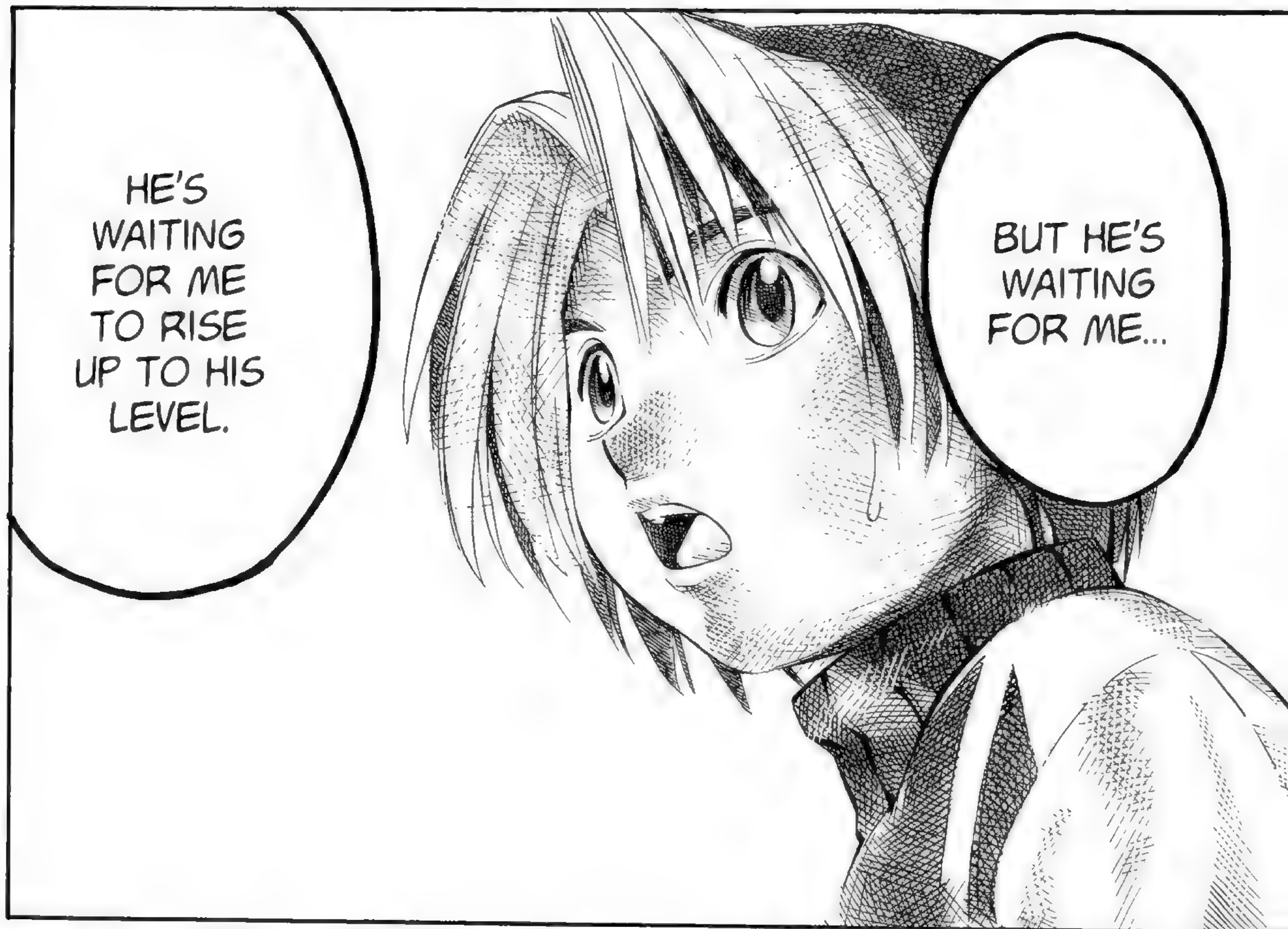
HE
SAID I'D
NEVER
HAVE
TO SEE
HIM
AGAIN...

.....



YOUR
SO-
CALLED
RIVAL!

WHAT
ARE YOU
TALKING
ABOUT? HE
COMPLETELY
IGNORED
YOU JUST
NOW.



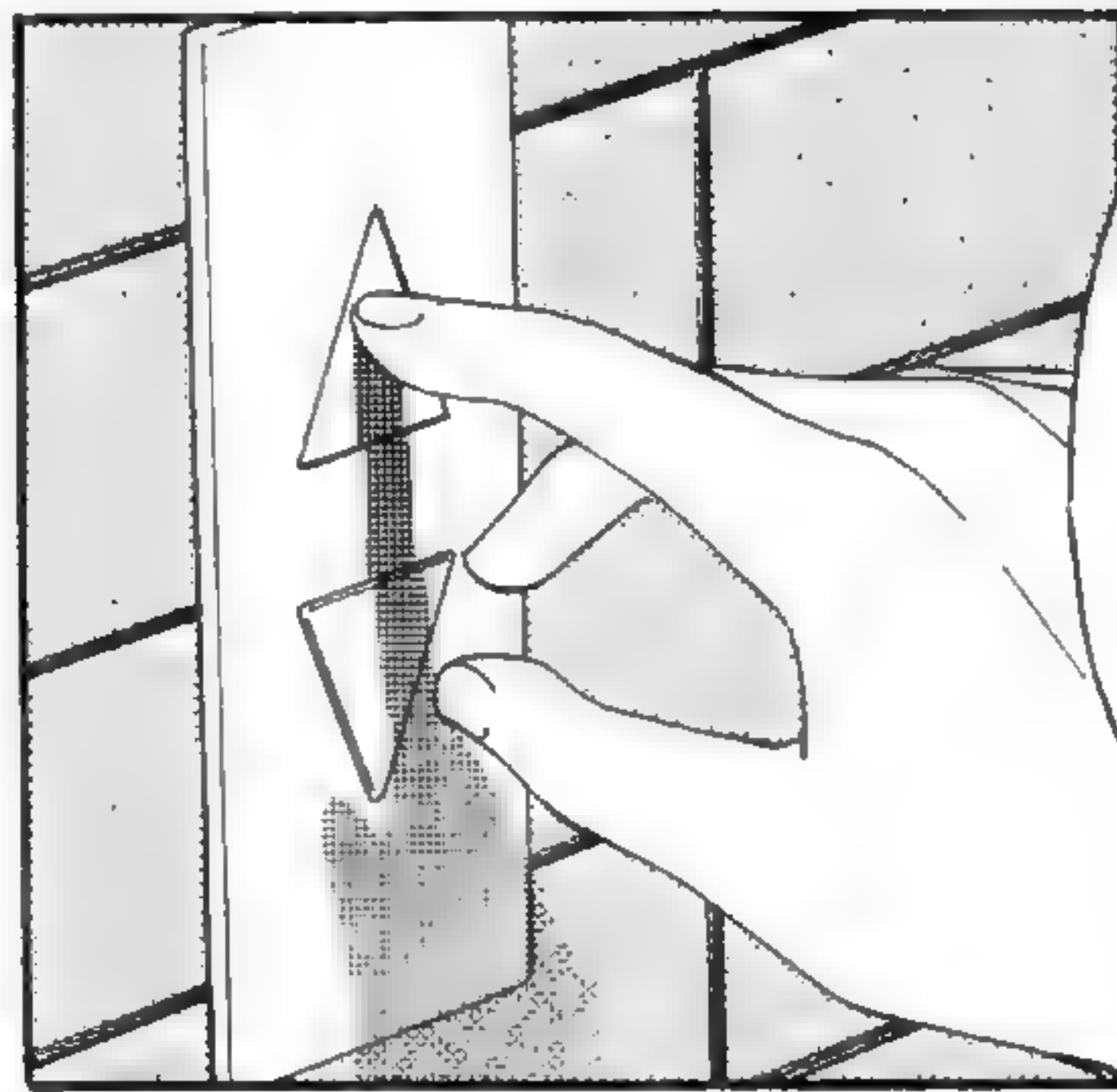
HE'S
WAITING
FOR ME
TO RISE
UP TO HIS
LEVEL.

BUT HE'S
WAITING
FOR ME...









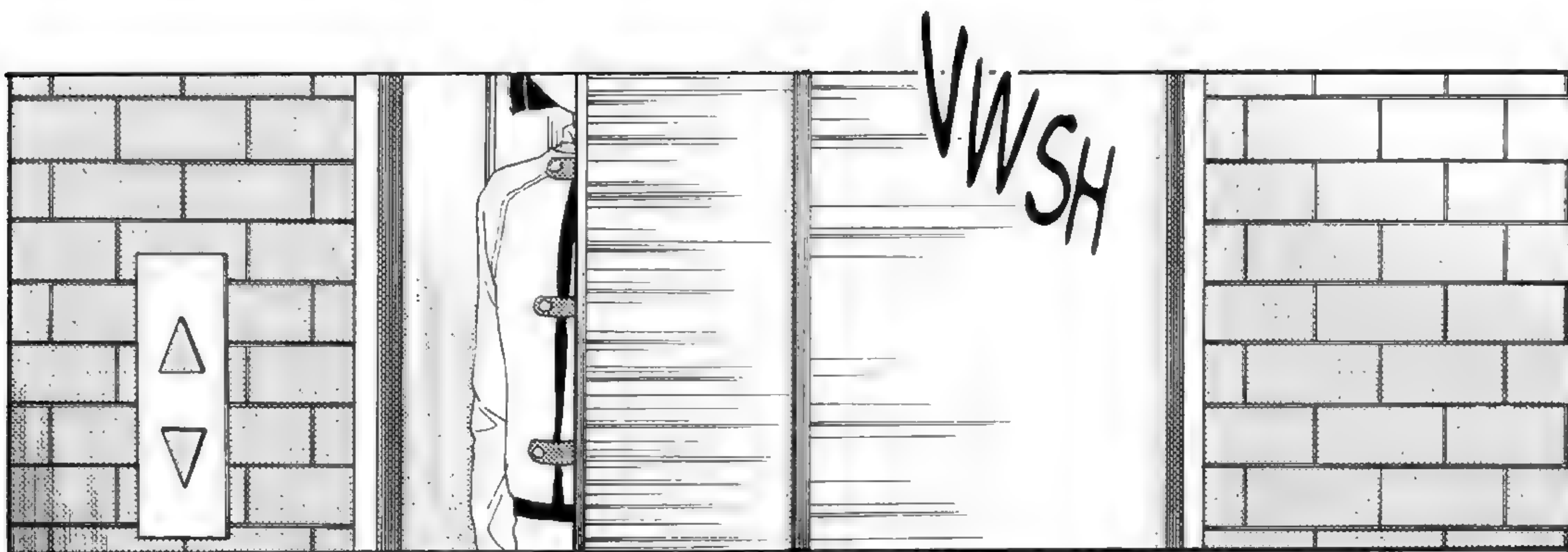
THAT'S
RIDICULOUS.
HOW COULD
HE COME
AFTER ME
AT HIS
LEVEL?



I'M GOING
TO RISE TO A
PLACE HIGHER
THAN HE
COULD EVER
REACH.



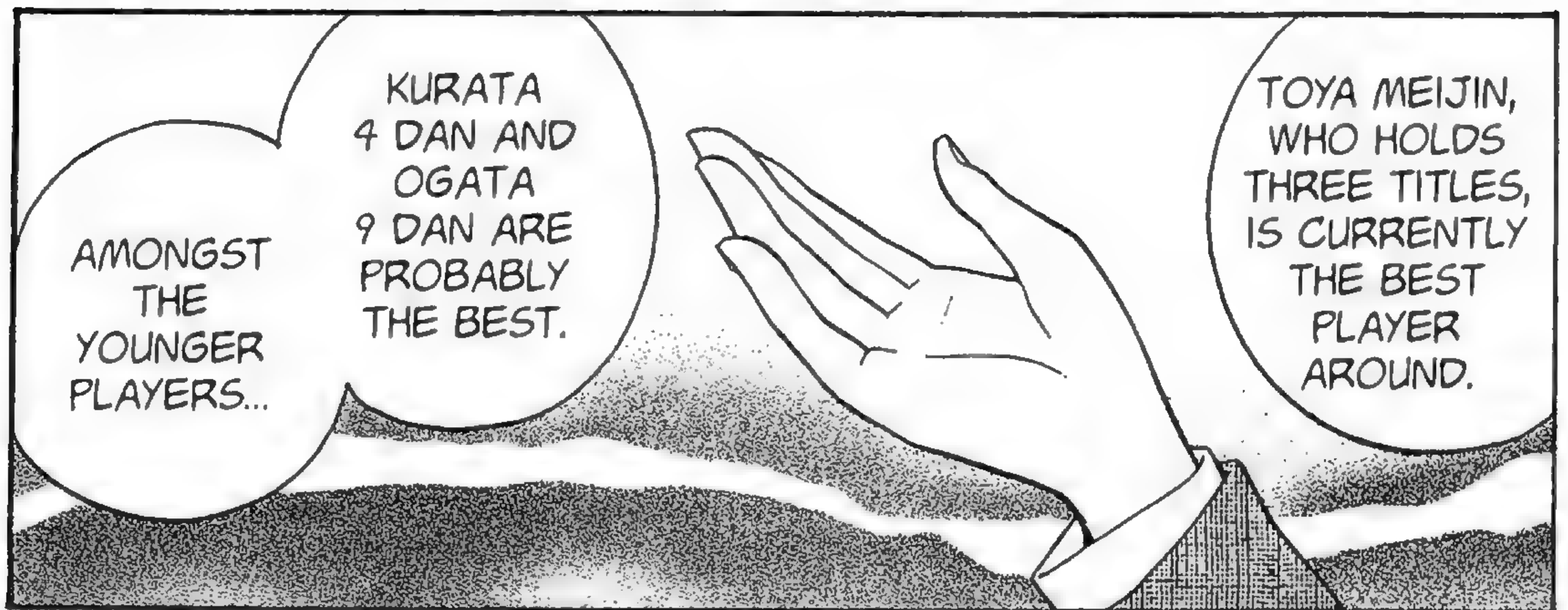
I WON'T
LET HIM
COME
NEAR ME!



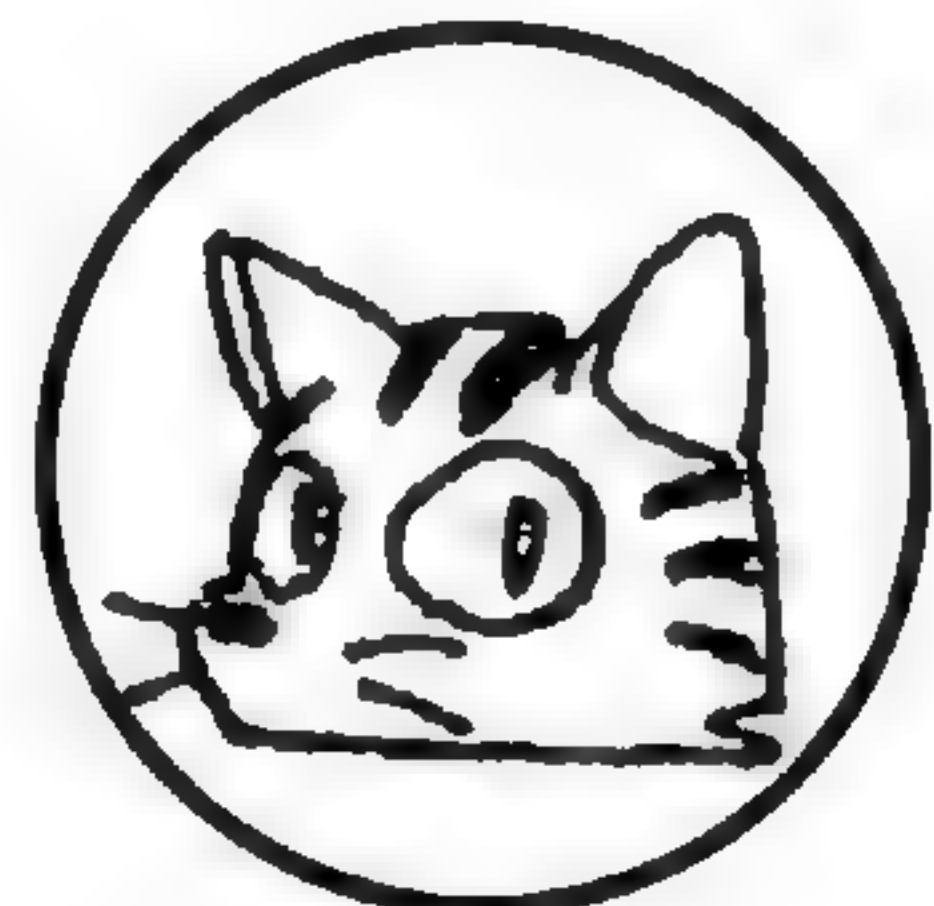


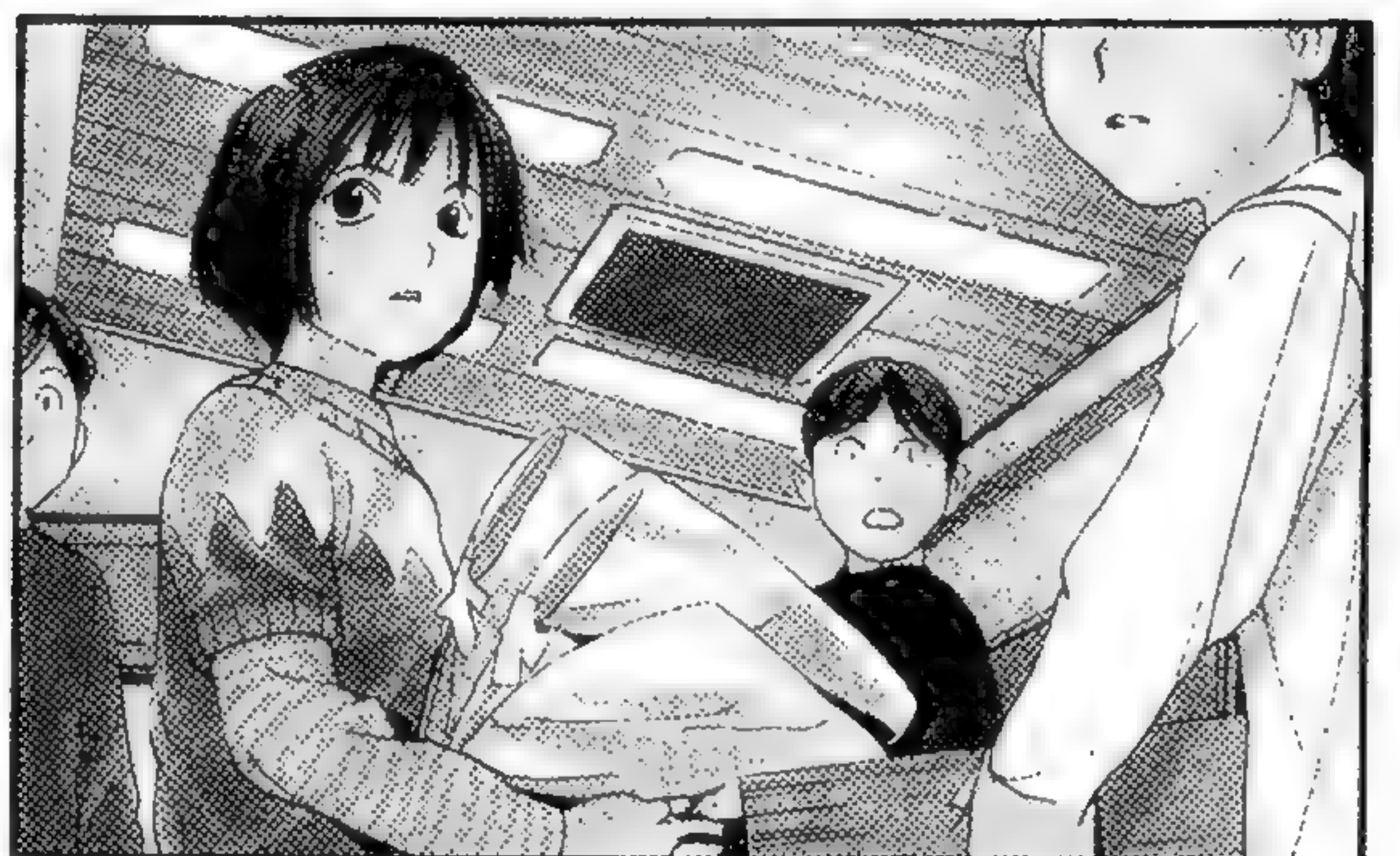
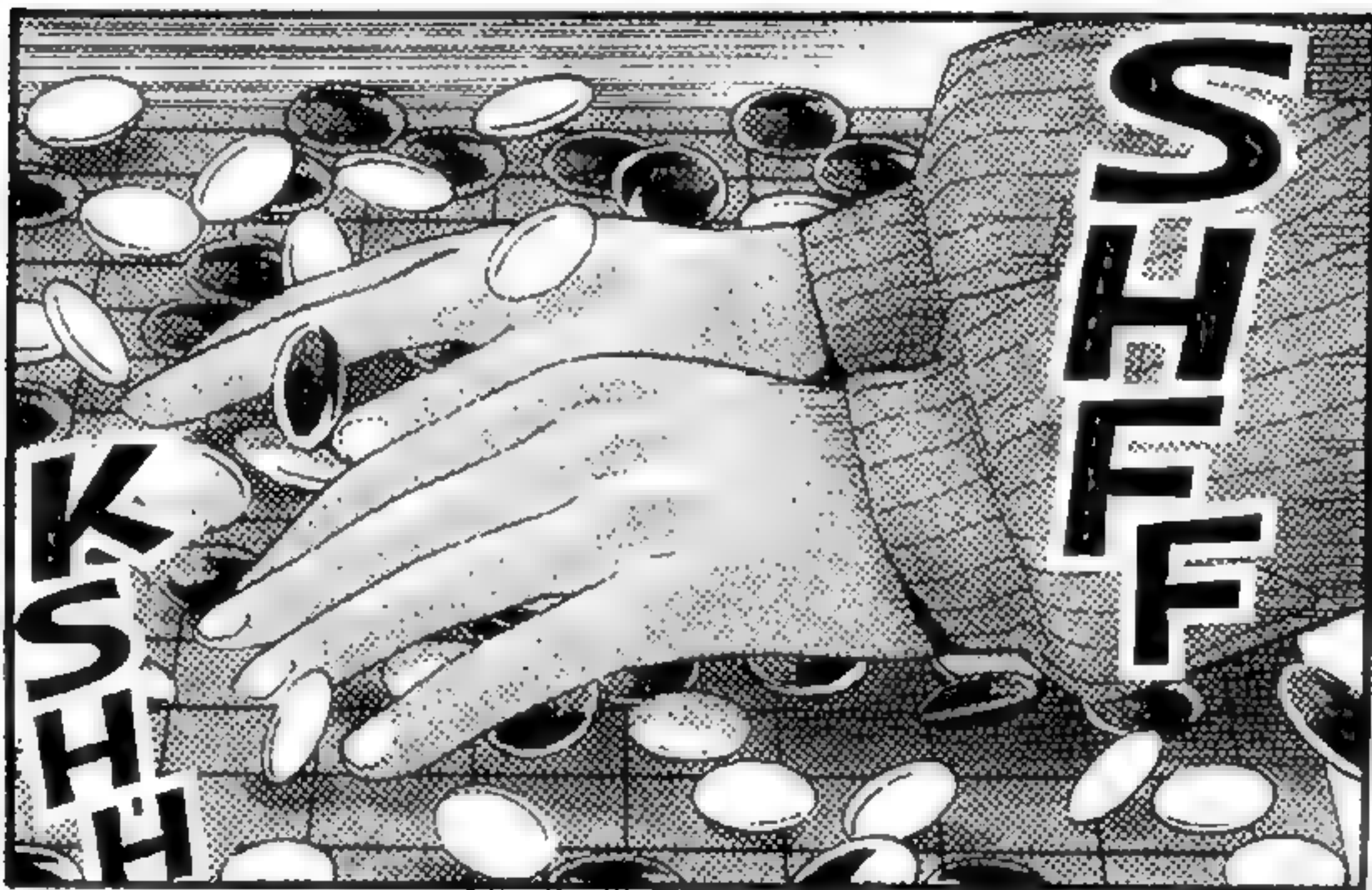
A WORD ABOUT HIKARU NO GO

PRO RANKINGS

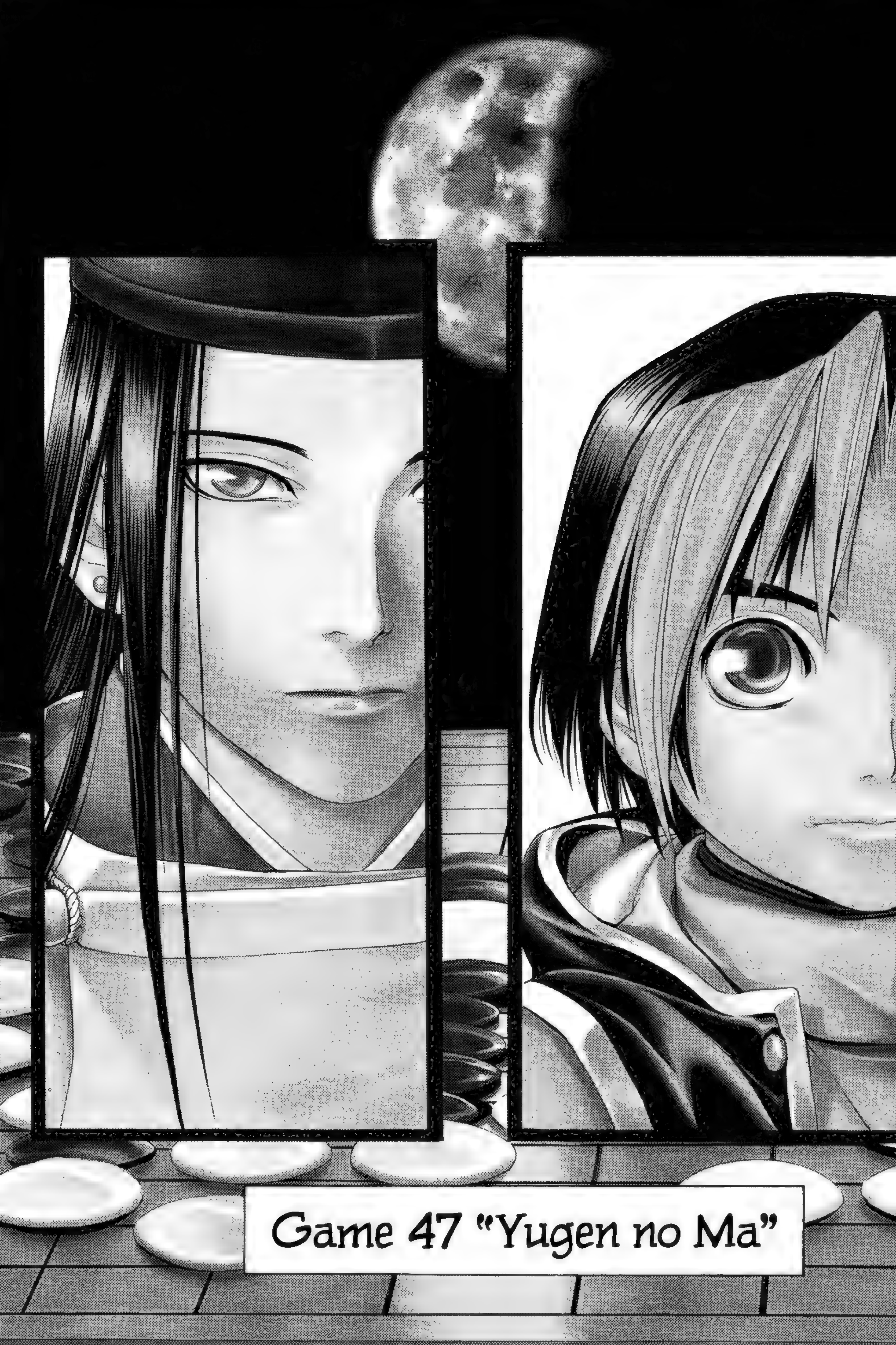


PRO RANKINGS RANGE FROM 1 DAN UP TO 9 DAN. AND BELOW THE PRO RANKINGS, THERE ARE AMATEUR DAN RANKINGS. THE HIGHEST AMATEUR RANKING IS 7 DAN. BELOW THAT IS 6 DAN, 5 DAN, ALL THE WAY DOWN TO 1 DAN. BELOW THE 1 DAN AMATEUR RANKING IS 1 KYU, AND BELOW THAT IS 2 KYU, 3 KYU AND SO ON. THE KYU RANKINGS GO ALL THE WAY DOWN TO INFINITY.





Game 47: "Yugen no Ma"



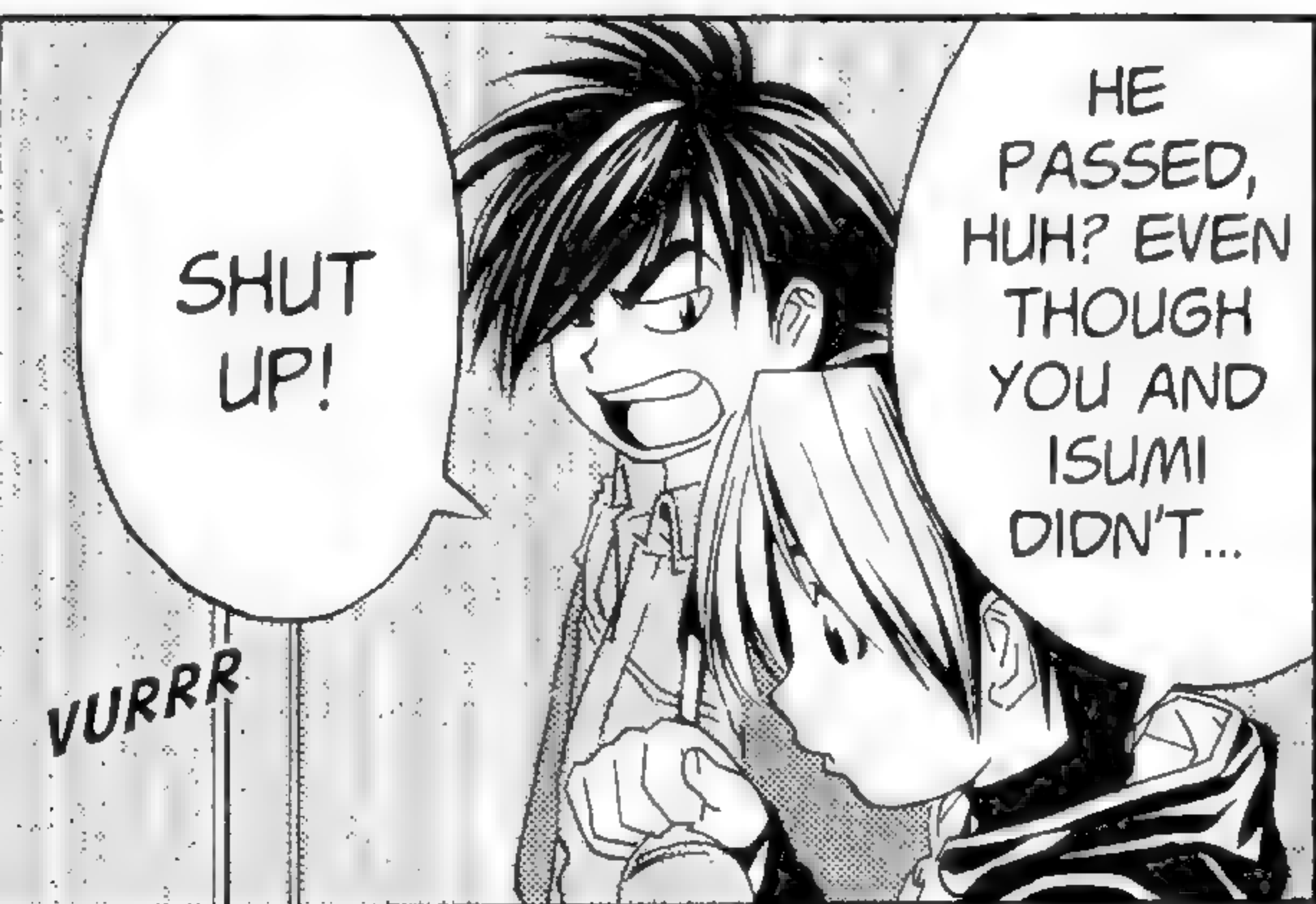
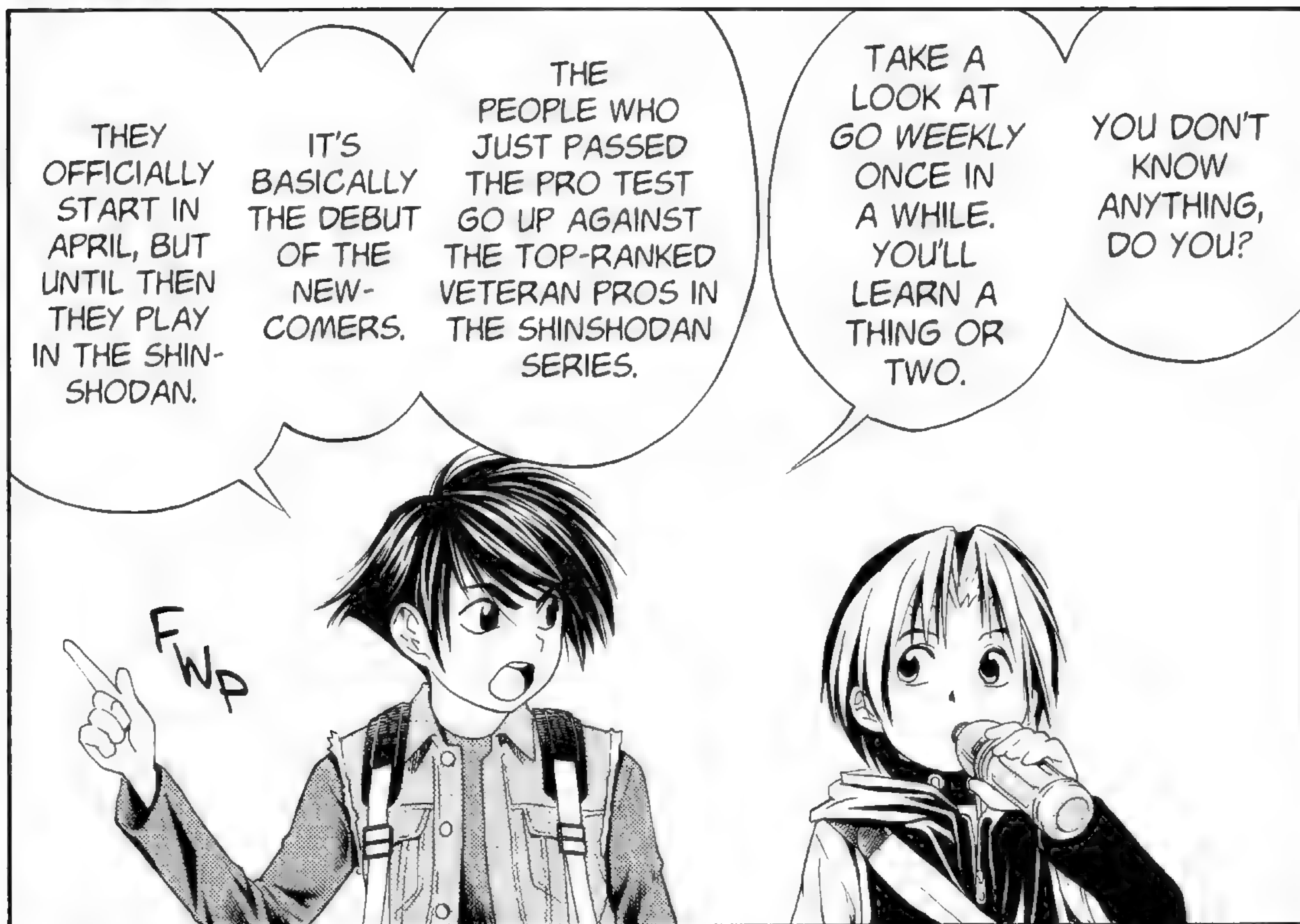
Game 47 "Yugen no Ma"













I GUESS HE
JUST KEEPS
ADVANCING.



TOYA'S GAME
SHOULD BE
COMING UP
SOON.

HMM...



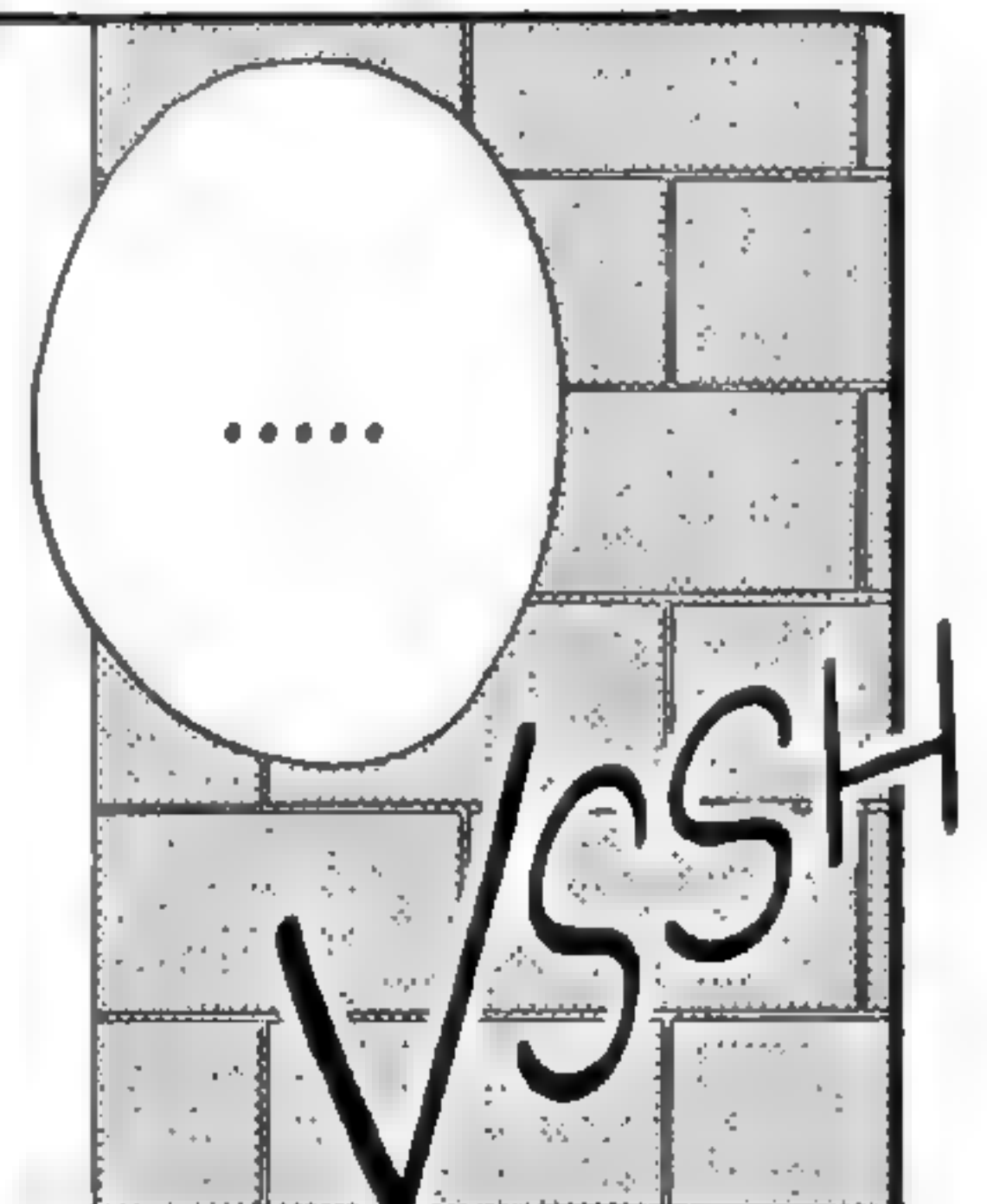
...IT'S
LIKE WE'RE
MAKING NO
PROGRESS
AT ALL.

DING



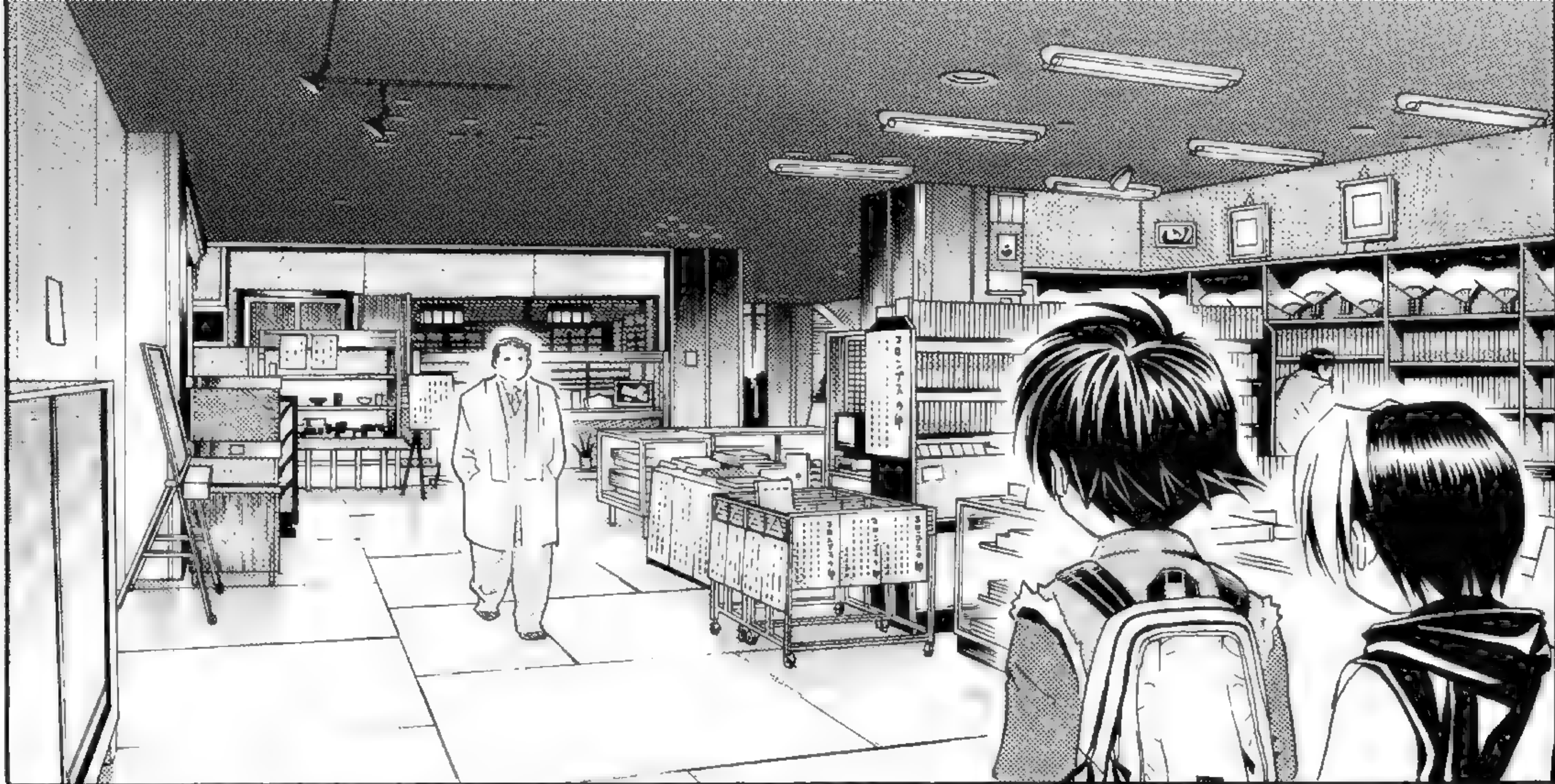
AND AS
LONG AS US
INSEI DON'T
PASS THE
PRO TEST...

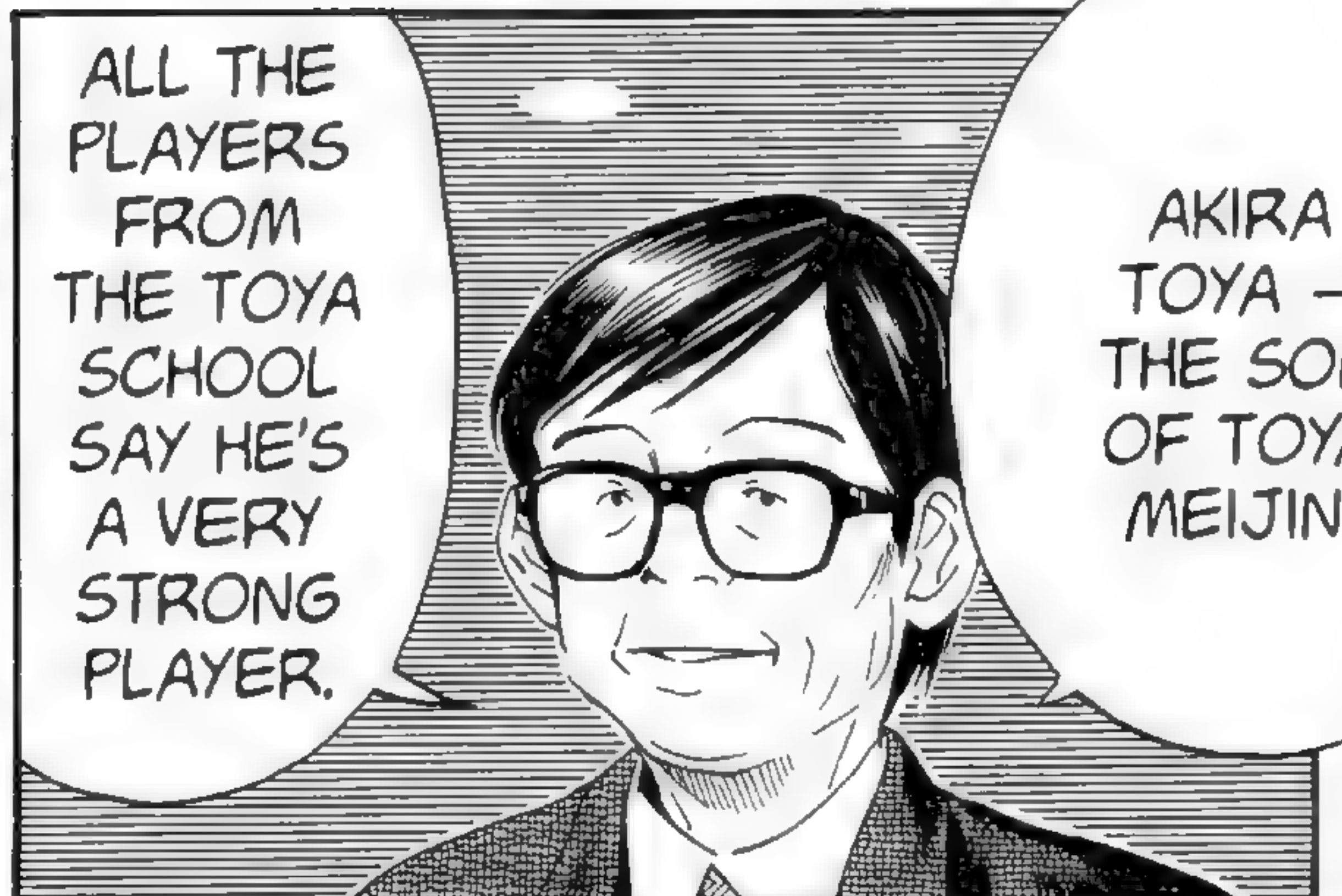
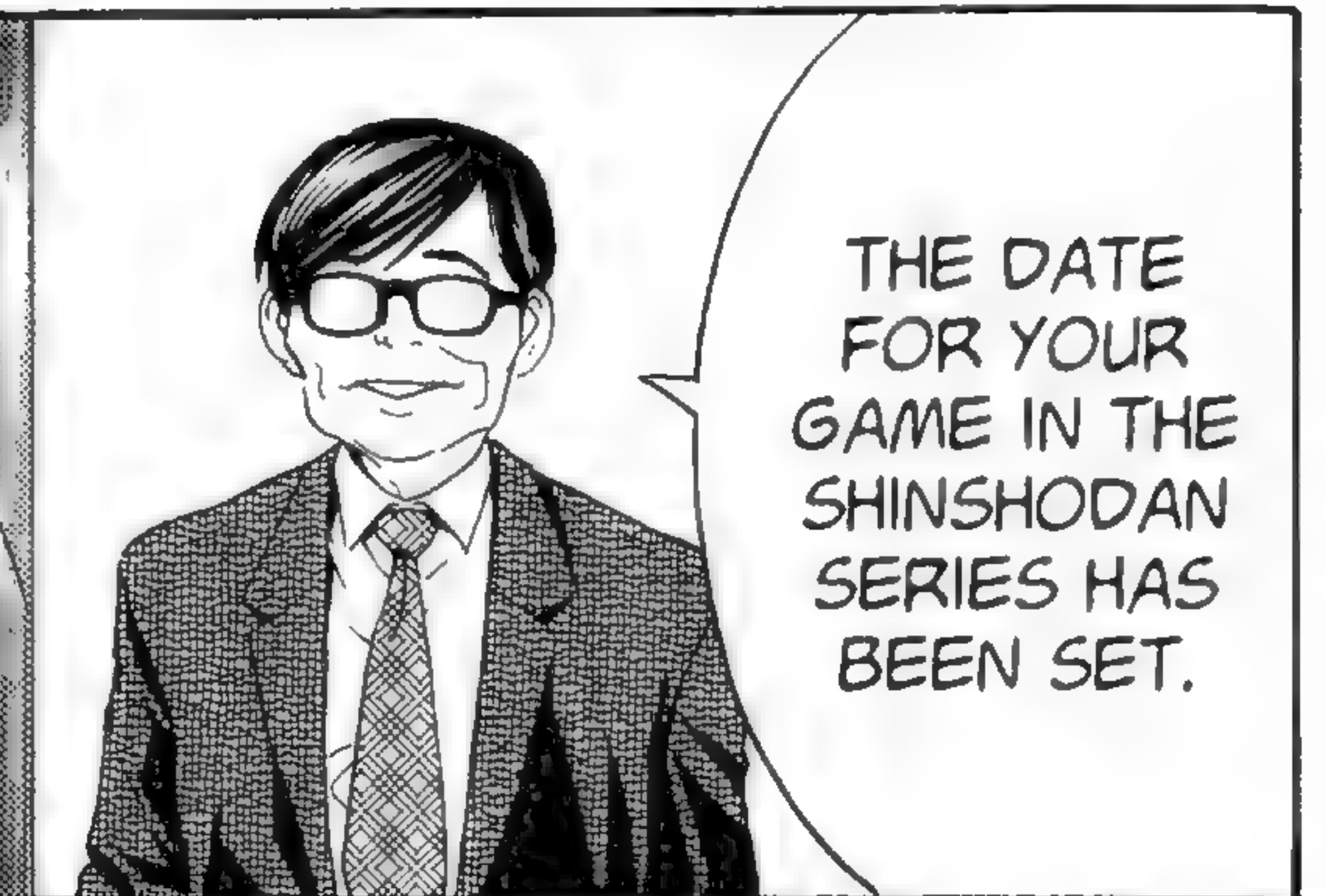
IT'S NOT
JUST TOYA.
ONCE YOU
PASS THE
PRO TEST,
YOU KEEP
MOVING
FORWARD.



.....

VSSH







SOME OF THE
ROOKIES MUST
BE PUTTING UP
A FIGHT.

NO,
THERE'VE
BEEN SOME
WINS AND
LOSSES.

SO HOW'S THE
SHINSHODAN SERIES
GOING? HAVE THE
OLD PROS BEEN
MAKING A CLEAN
SWEEP?



RIGHT?

THAT'LL
MAKE
EVERYONE
HAPPY,
WON'T IT?



SURE,
EVERYONE
IN EDITORIAL
WOULD BE
EXCITED.

IT'LL LOOK
GREAT ON
PAPER —
TOYA JUNIOR
MAKES A
BOLD START
AS A PRO!



MAYBE I
SHOULD
LOSE BY
HALF A
POINT.

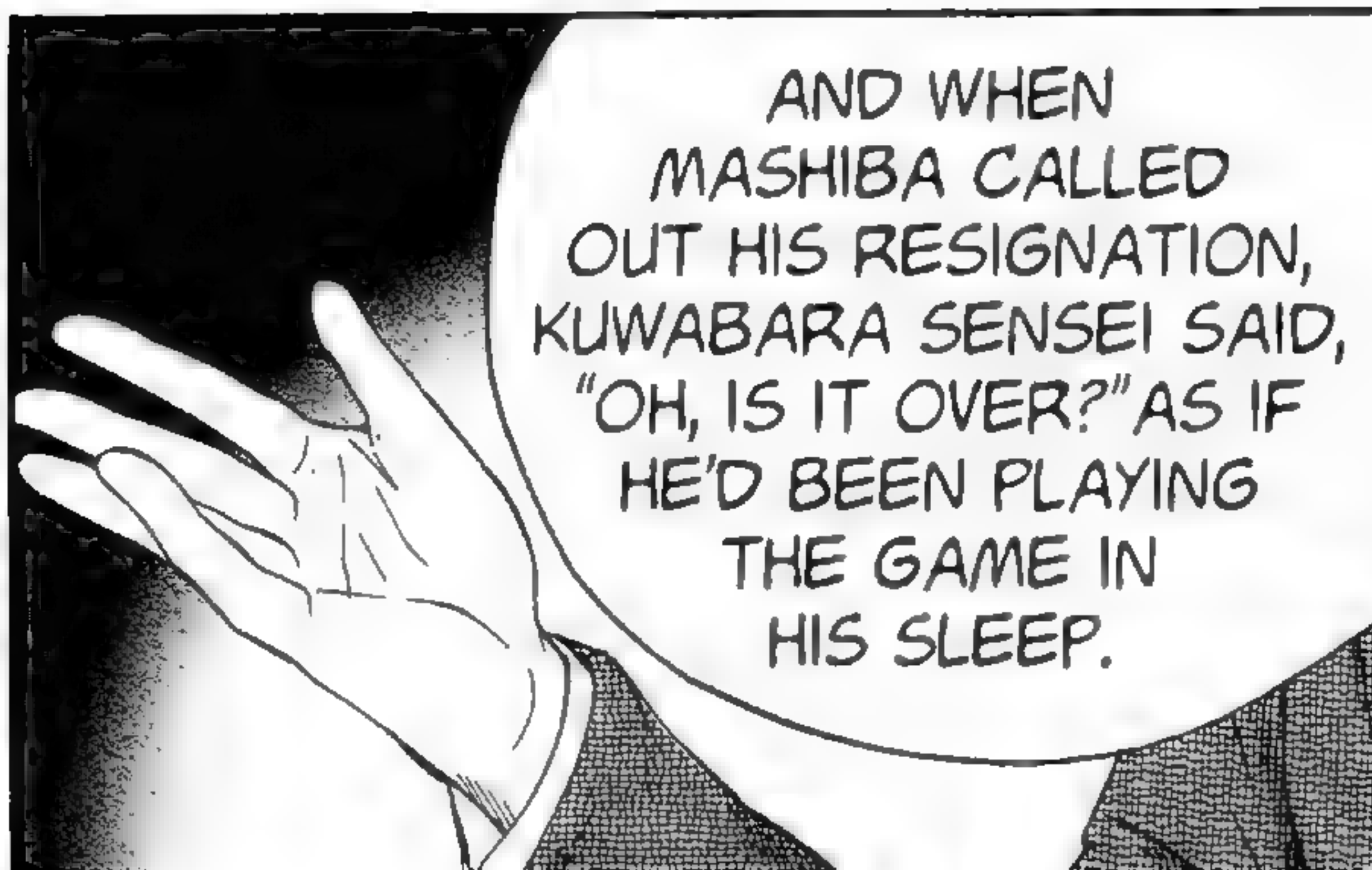
IT'S A BIG
SHOW.



HE PLAYED
AGAINST
MASHIBA,
A FORMER
INSEI.

I'LL
TAKE
THIS.

HOW DID
KUWABARA
SENSEI'S
GAME GO?



AND WHEN
MASHIBA CALLED
OUT HIS RESIGNATION,
KUWABARA SENSEI SAID,
"OH, IS IT OVER?" AS IF
HE'D BEEN PLAYING
THE GAME IN
HIS SLEEP.



KUWABARA
SENSEI
HAS A
CRUEL
STREAK.

HA HA
HA! THAT
POOR
KID.



MASHIBA TOOK AN
OVERWHELMING LOSS.
PERHAPS HE WAS INTIMIDATED
BY KUWABARA SENSEI.
OR MAYBE HE COULDN'T TAKE
THE INTENSITY OF PLAYING IN
THE YUGEN NO MA* ROOM.

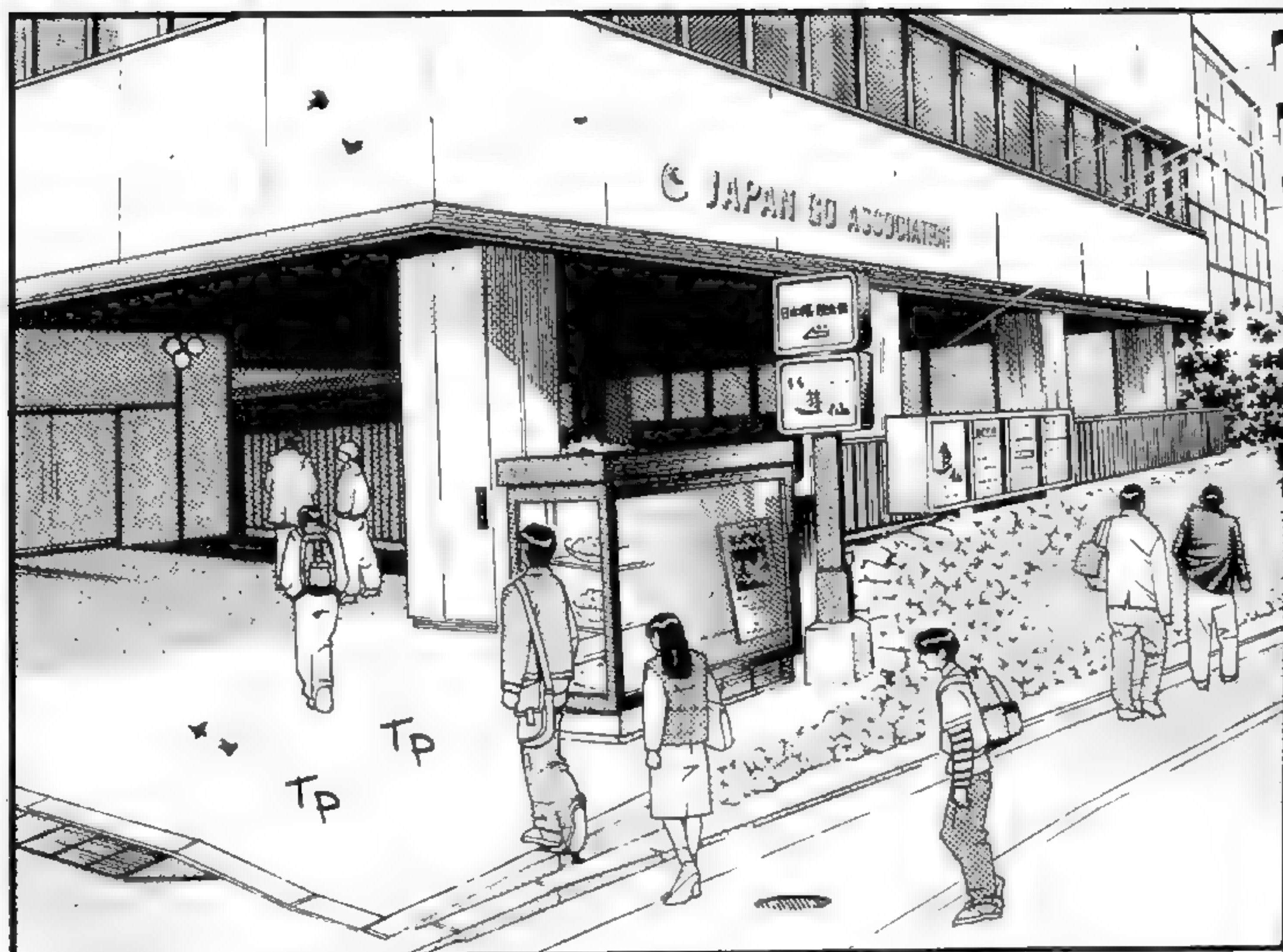
"Yugen no Ma" means "room of
the profound and mysterious."



OKAY,
OKAY...



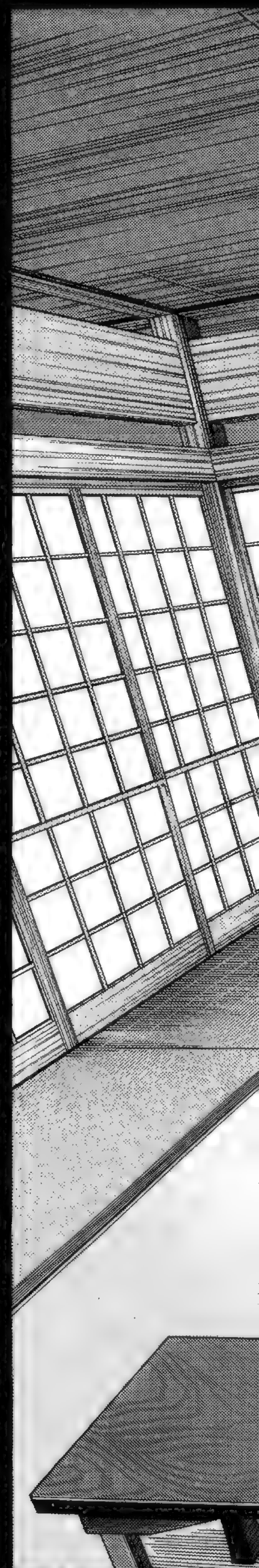
WELL, WE HOPE
TO SEE A GOOD
GAME BETWEEN
A MAJOR TITLE-
HOLDER AND A
TALENTED
NEWCOMER!













...I can't help but smile and tremble with anticipation.



NO, THE PROS PLAY THEIR GAMES IN THE GREAT HALL WHERE WE ALWAYS PLAY OUR GAMES.

S-SO THE PROS PLAY THEIR MATCHES HERE?



GULP



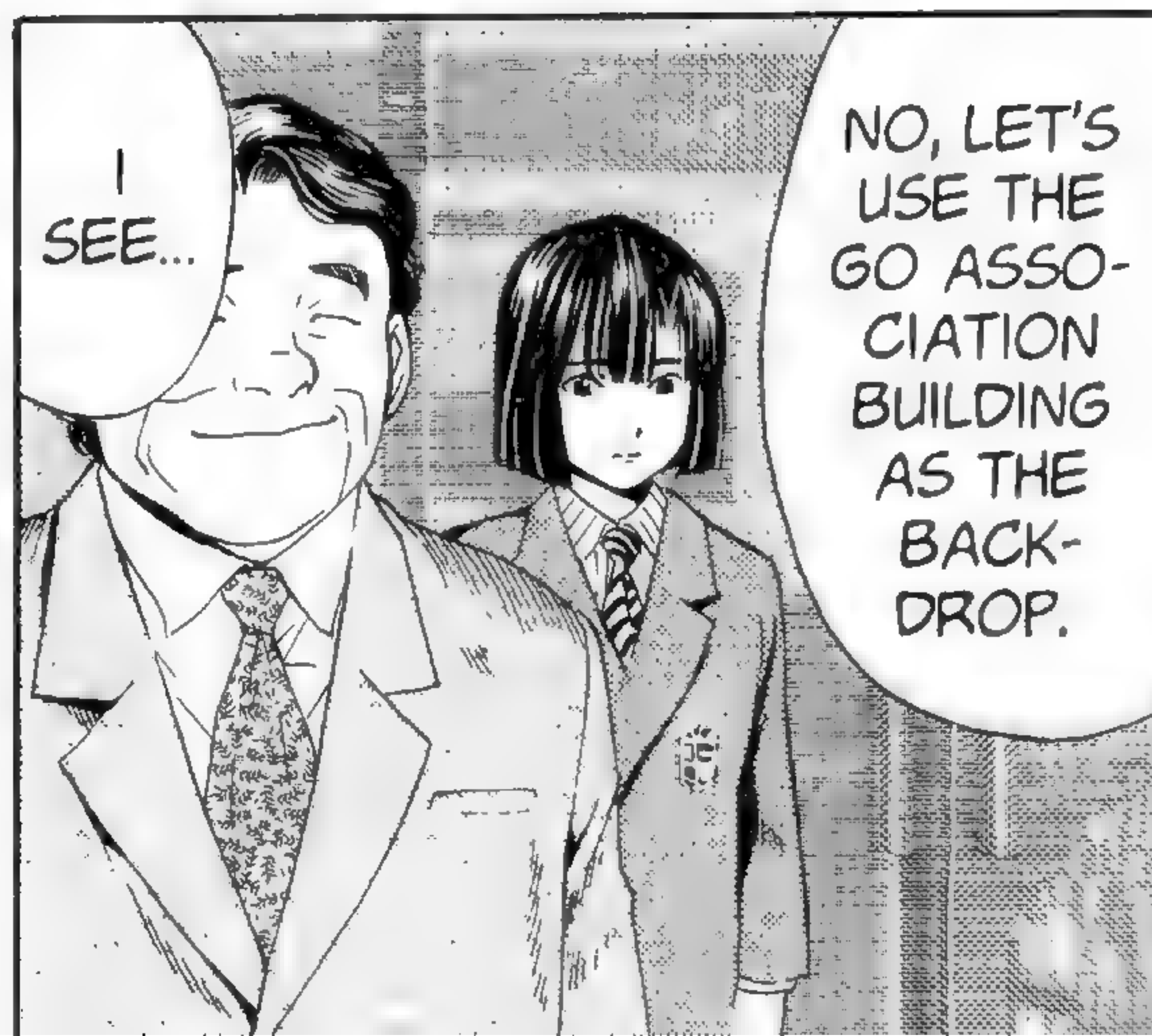
NEXT YEAR FOR SURE, I'M GOING TO MAKE IT...



AND THEY'RE USING THIS ROOM FOR THE SHINSHODAN SERIES, PROBABLY TO INSPIRE THE NEW PROS TO WIN A TITLE MATCH.

OH...

THIS ROOM IS ONLY USED FOR TITLE MATCHES.







"THAT IS MY INTENTION"?

WHAT A PRECO-CIOUS BRAT...

COULD YOU BOTH STEP FORWARD A LITTLE?

NOW, LOOK THIS WAY.



THAT IS MY INTENTION.



THIS CALLS FOR A CHANGE IN PLANS. I'M GOING TO DESTROY HIM.

JAPAN GO ASSOCIATION

KLIK

KLIK

HOW DO PEOPLE STAY AWAKE WHEN THEY'RE SLEEPY?

I DRINK COFFEE, BUT IT HAS NO EFFECT. I WASH MY FACE, BUT ONLY FEEL MOMENTARILY REFRESHED.

HIKARU NO GO STORYBOARDS

16

YUMI
HOTTA



"I'LL HAVE A CUP OF TEA AND THEN MAYBE I'LL CATCH MY SECOND WIND." BUT AFTER TWO MINUTES OF WAITING FOR THE WATER TO BOIL I FELL ASLEEP.



ONCE, I WAS FEELING VERY SLEEPY BUT THOUGHT TO MYSELF, "I'M DOING WORK FOR SHONEN JUMP! I MUST KEEP WORKING! I MUSTN'T FALL ASLEEP!"

THAT SOUND WOKE ME UP. EVER SINCE THEN I'VE MADE A POINT OF GOING TO BED WHENEVER I GET TOO SLEEPY.



MY APOLOGIES TO EVERYONE INVOLVED WITH MY WORK.

PLEASE DON'T THROW ROCKS AT ME.



I NEVER SLACK OFF FROM WORK TO GO OUT AND PLAY...

BUT I ALWAYS MAKE SURE TO GET PLENTY OF SLEEP.

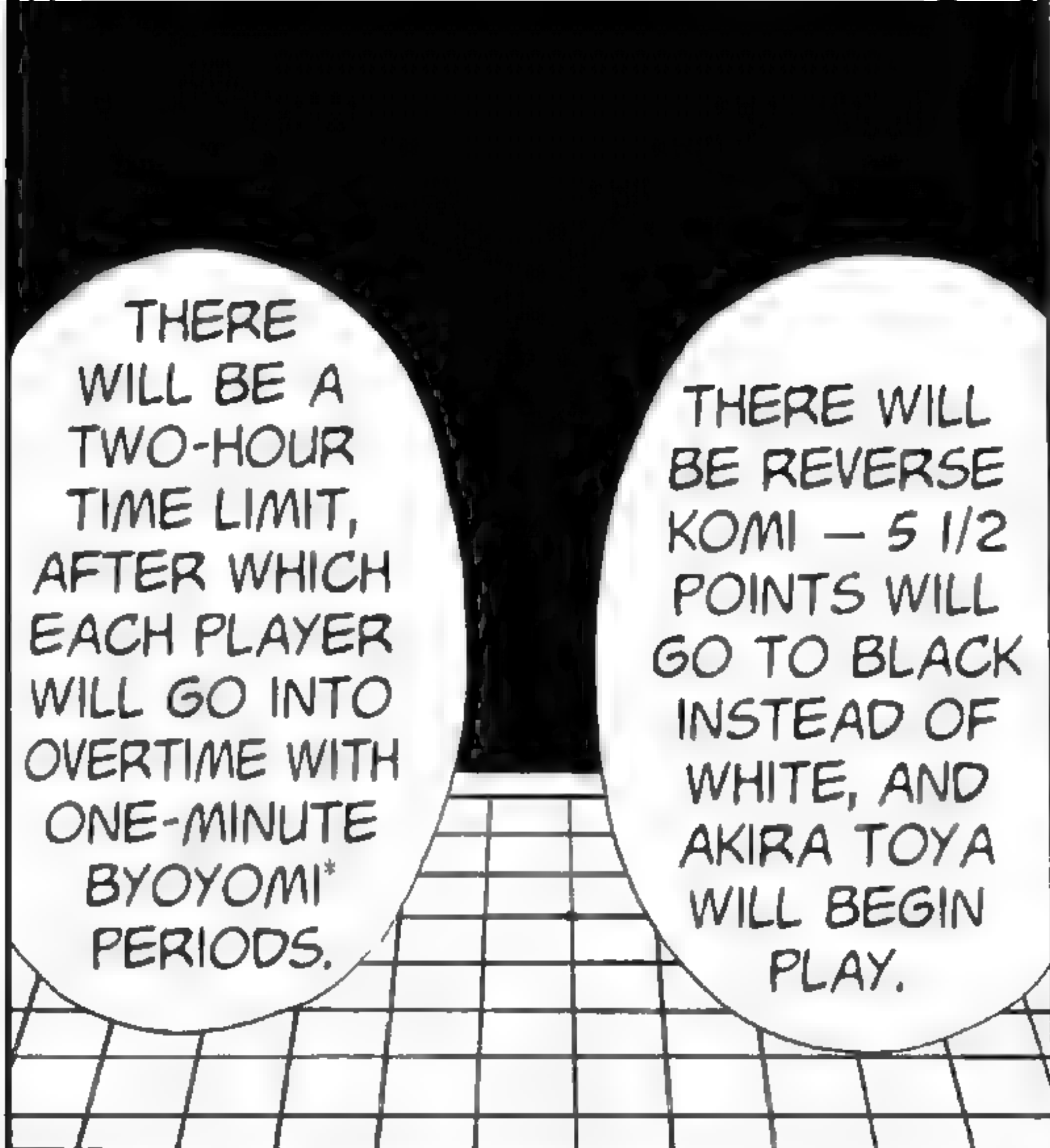


Game 48

"Oza vs. Akira - Part 1"

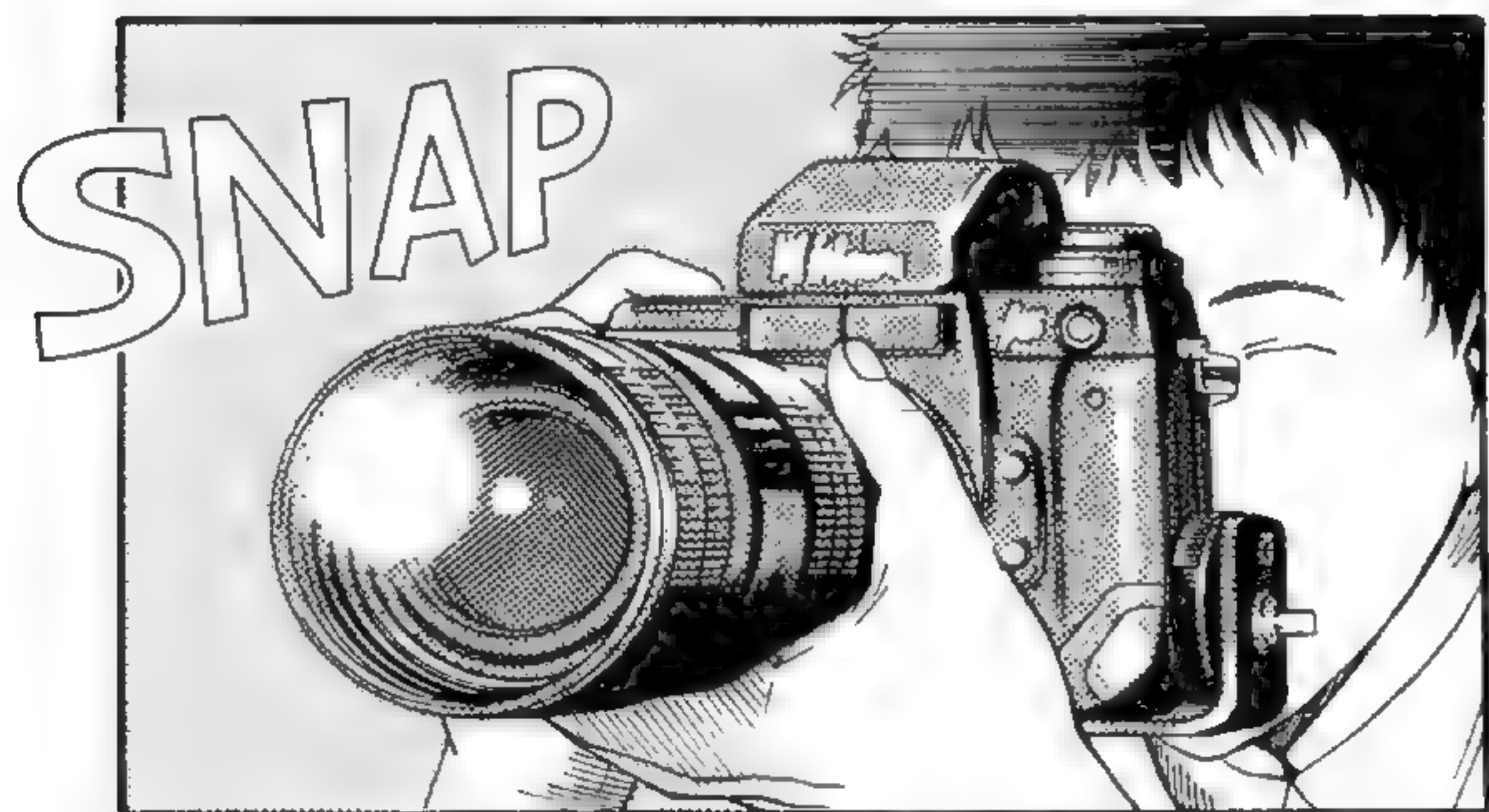


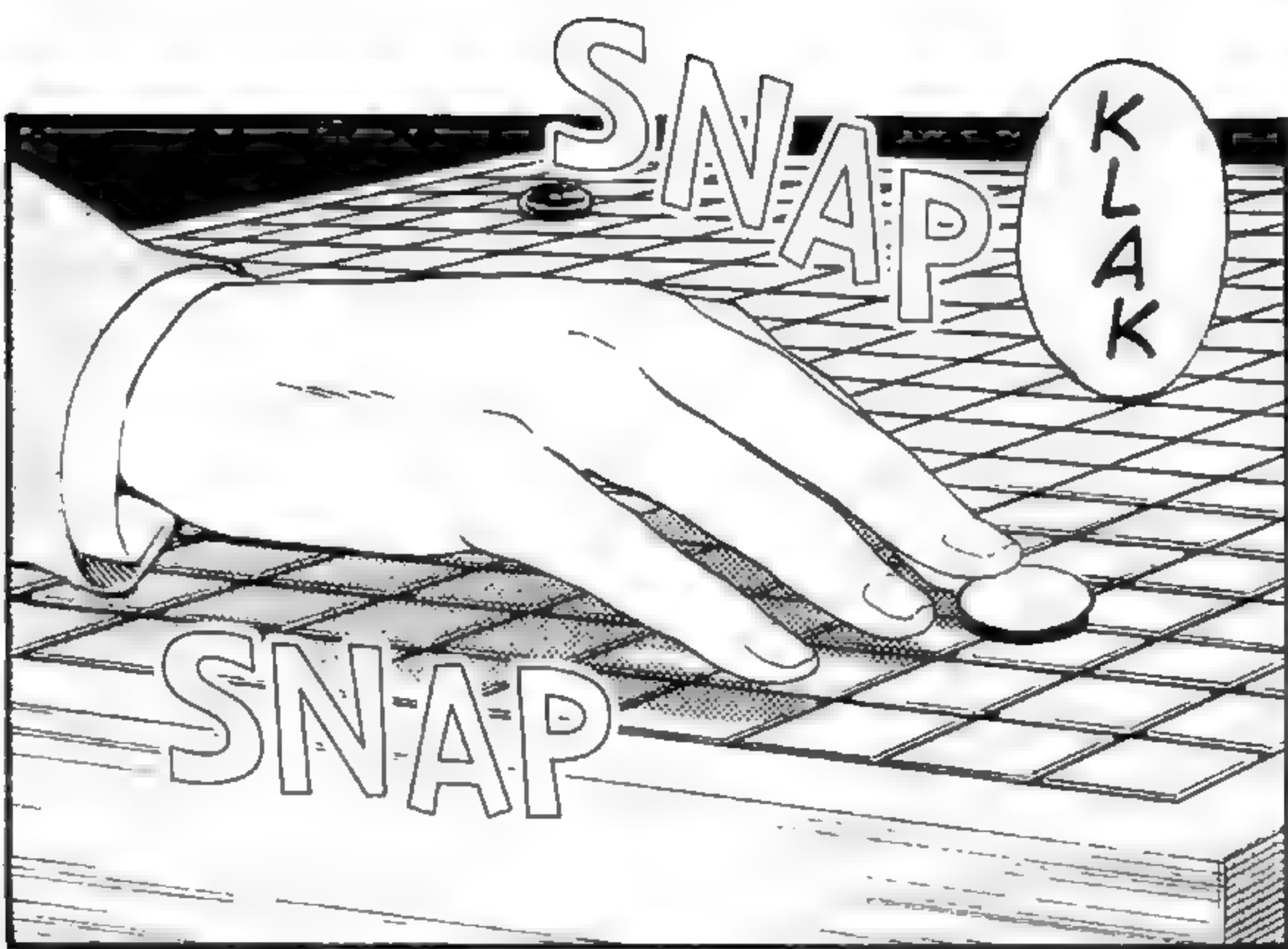


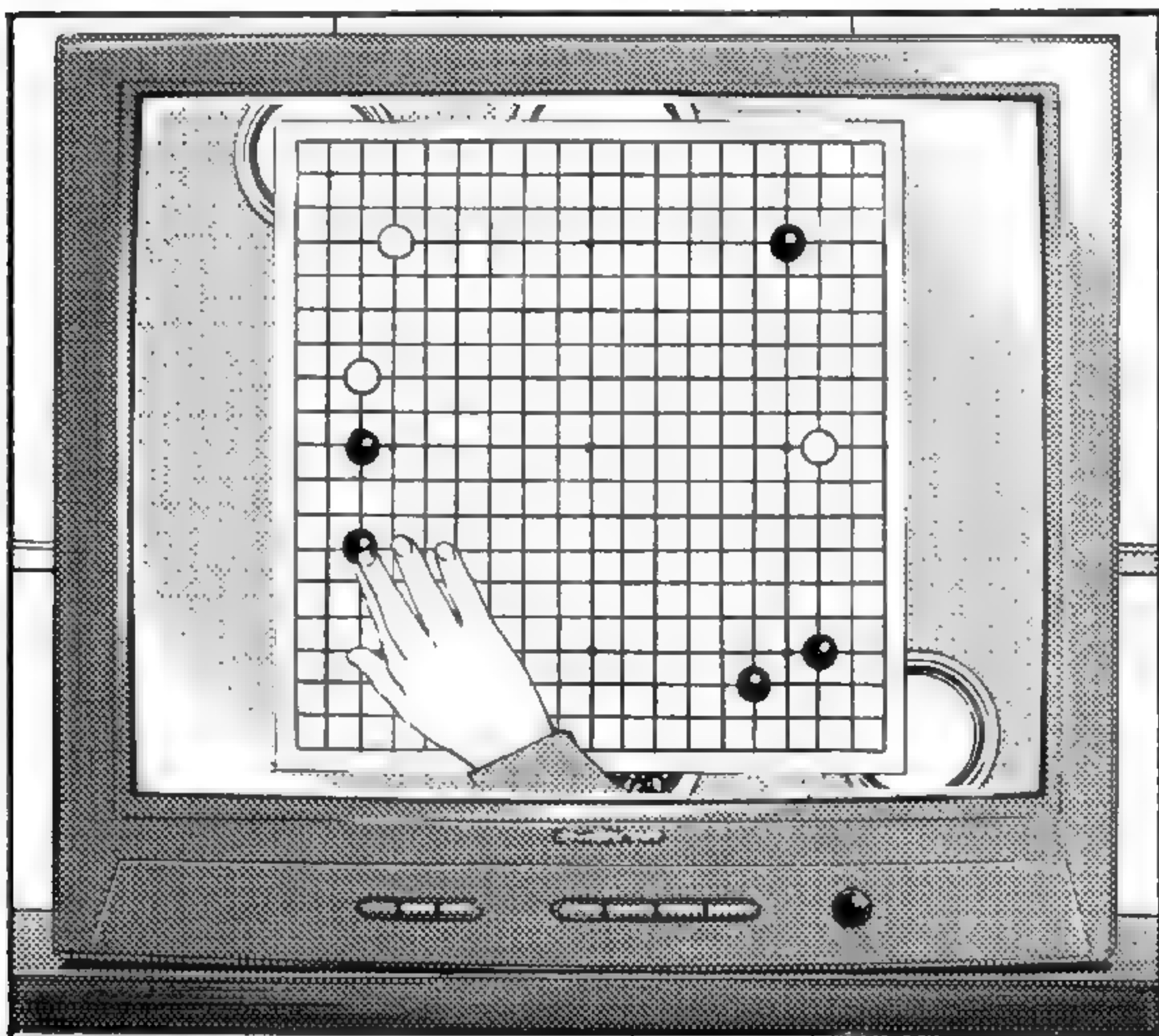
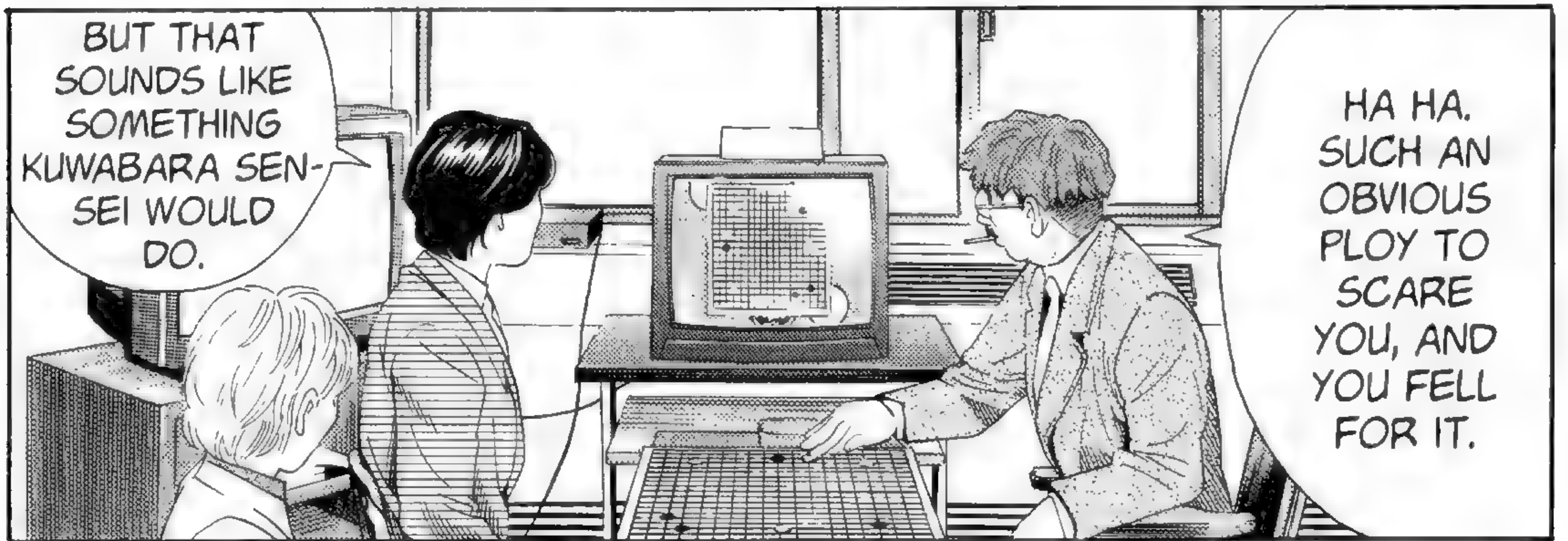
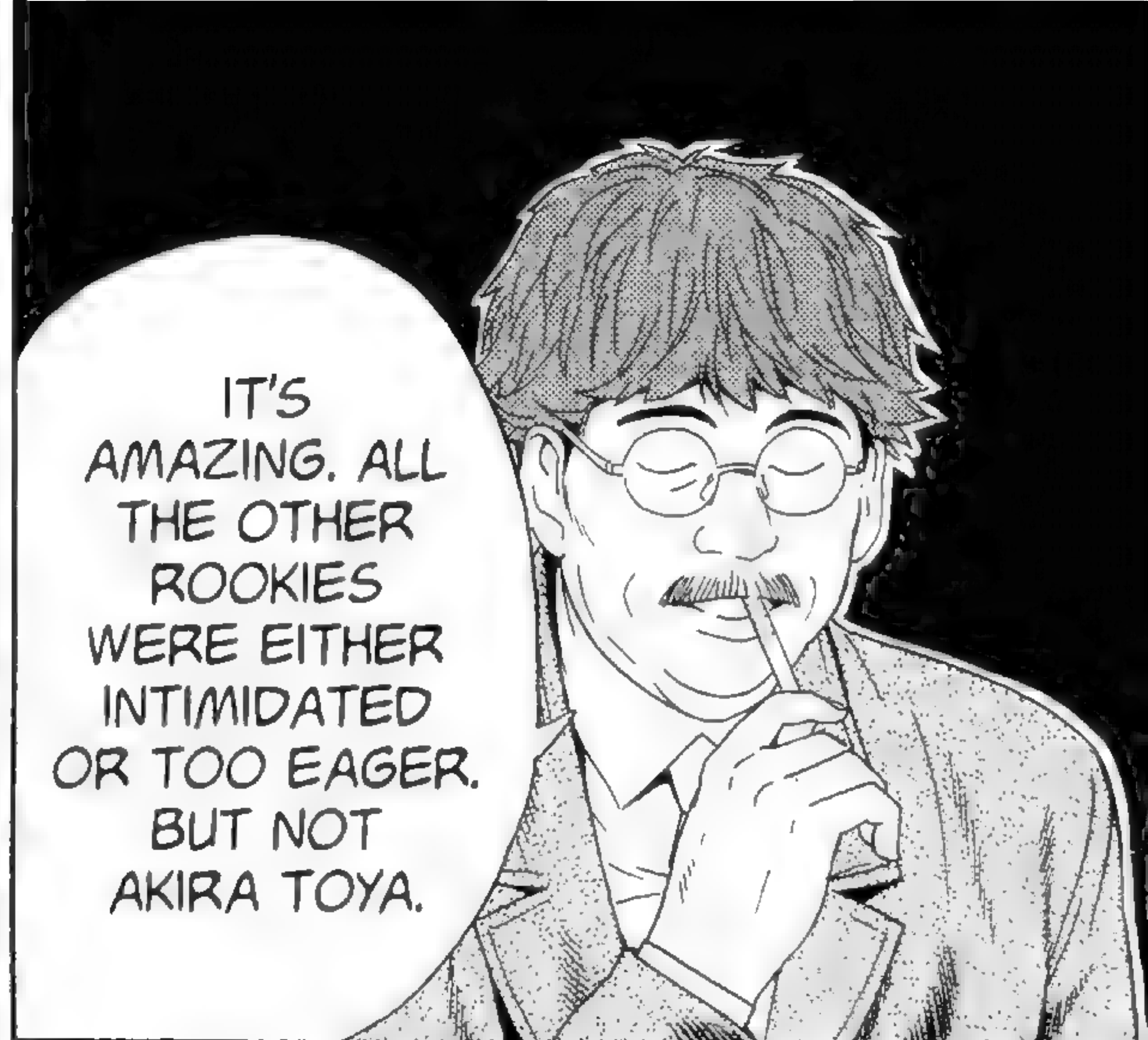
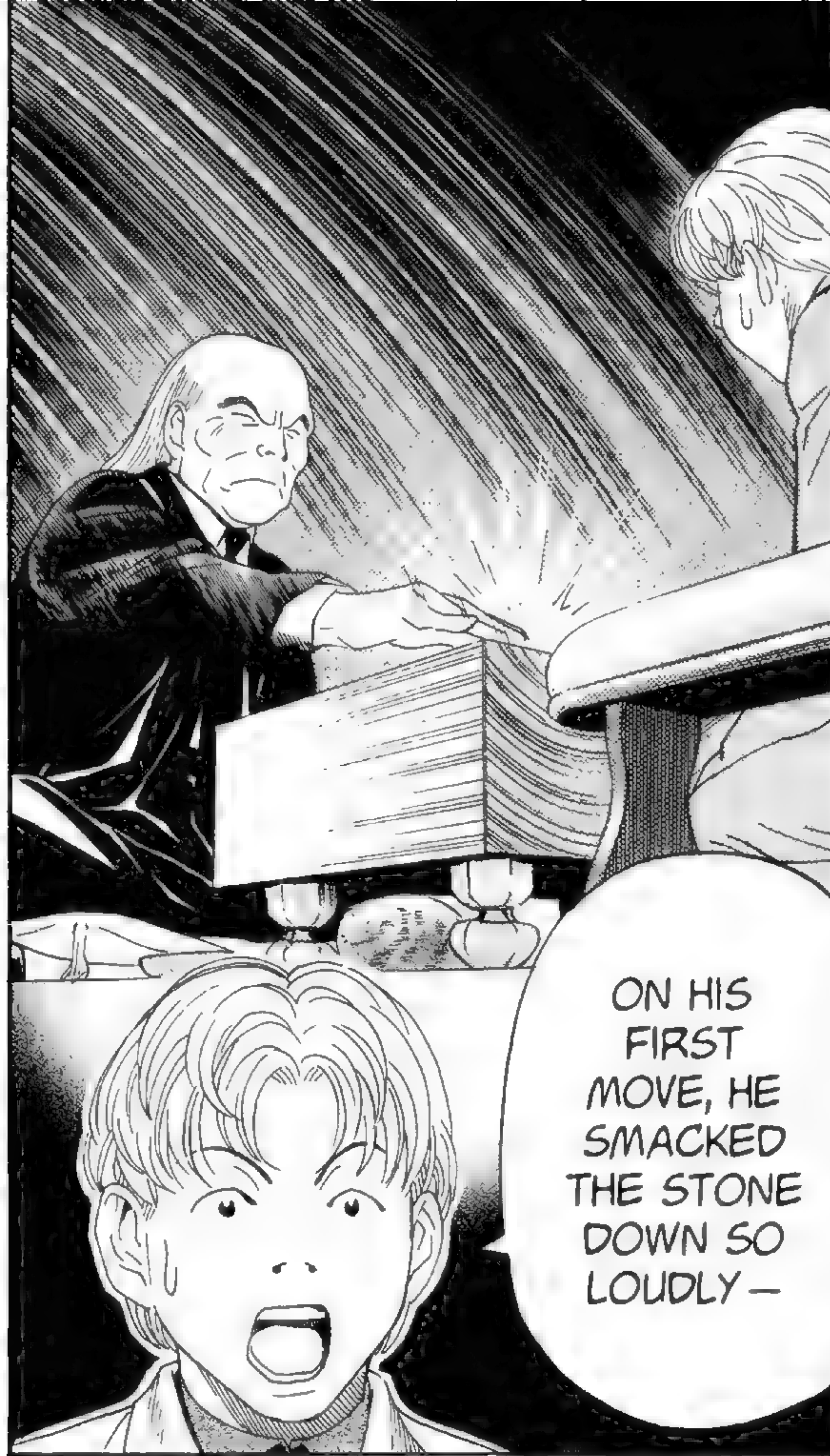


*Byoyomi: overtime periods in which a set time limit is allotted and seconds are counted off.



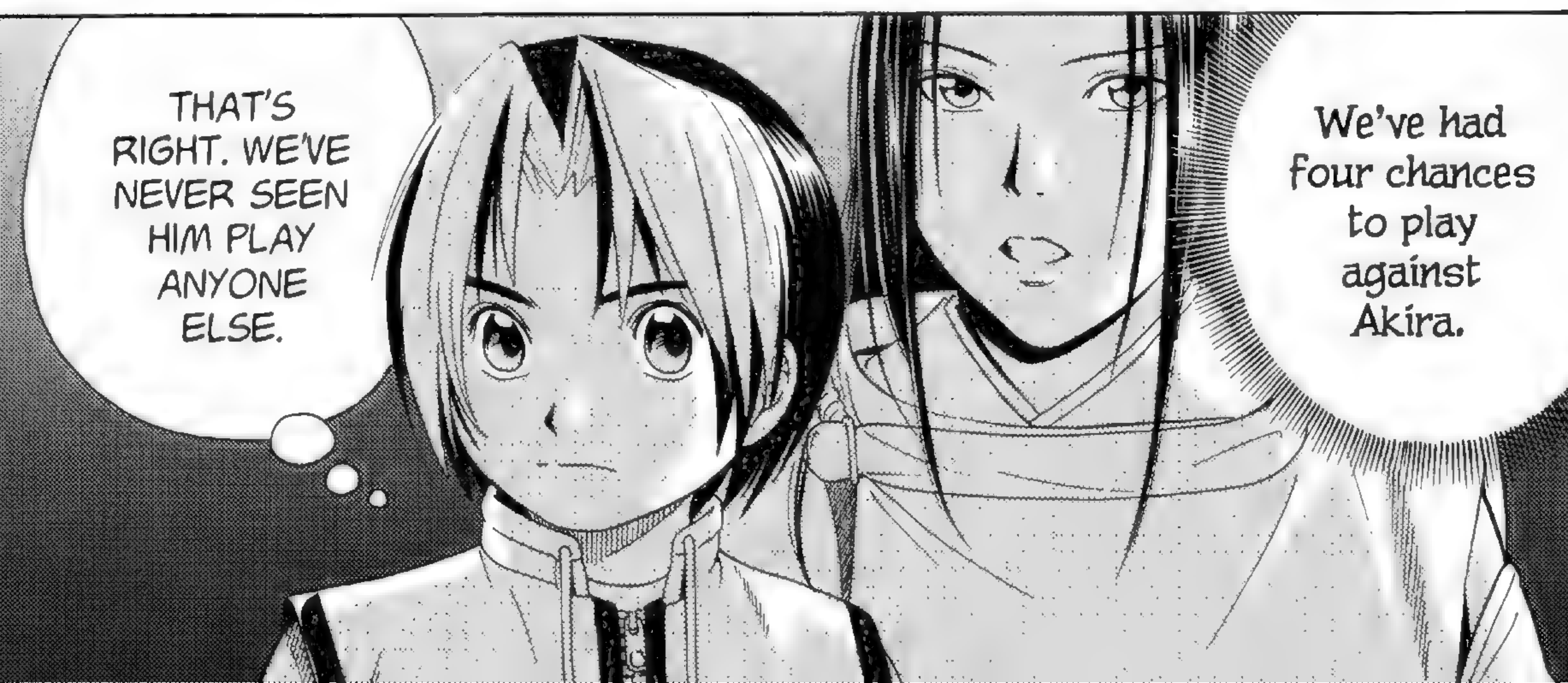
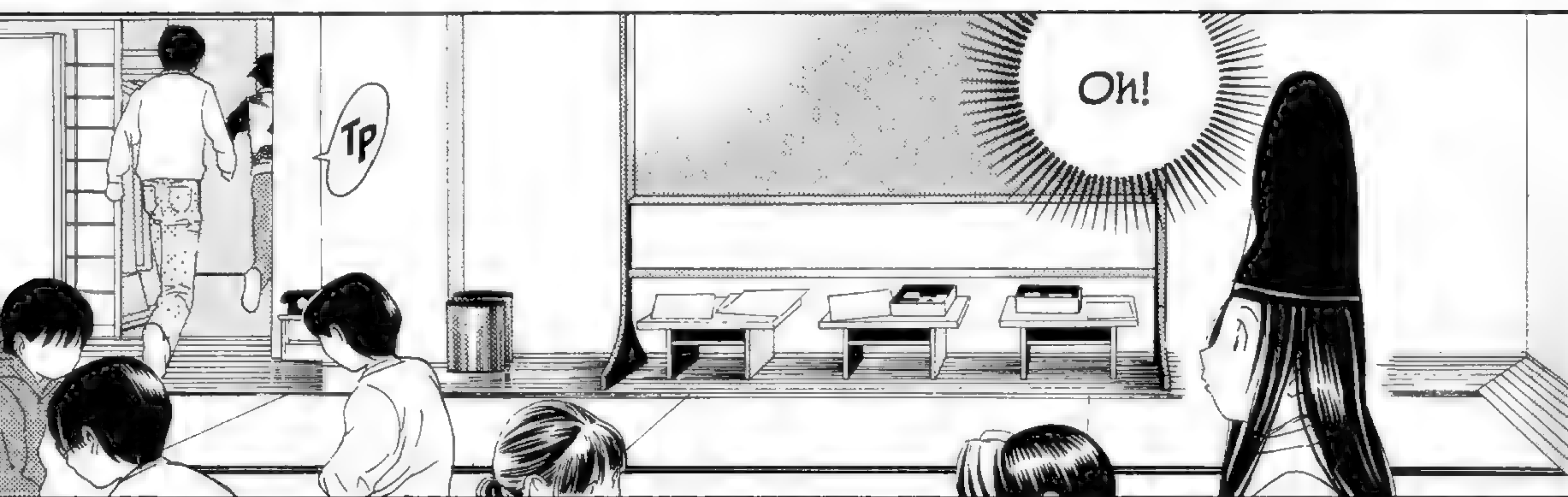






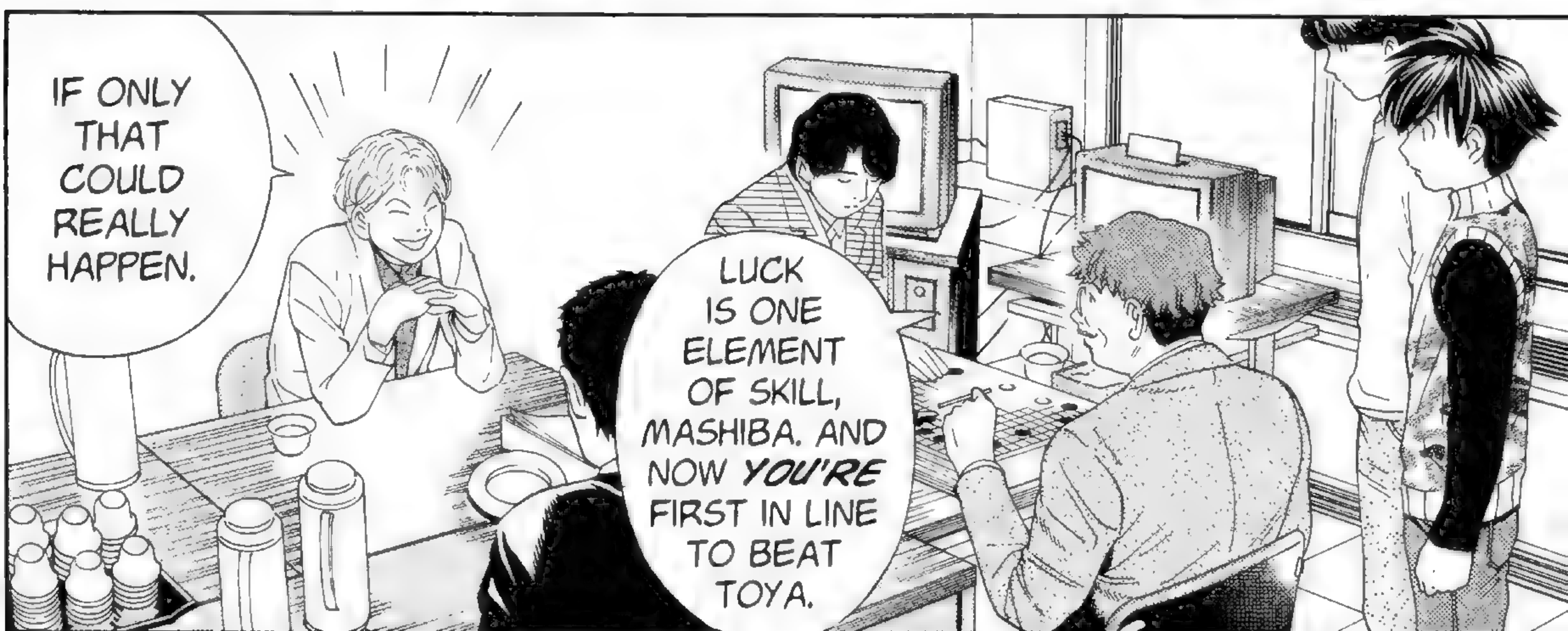


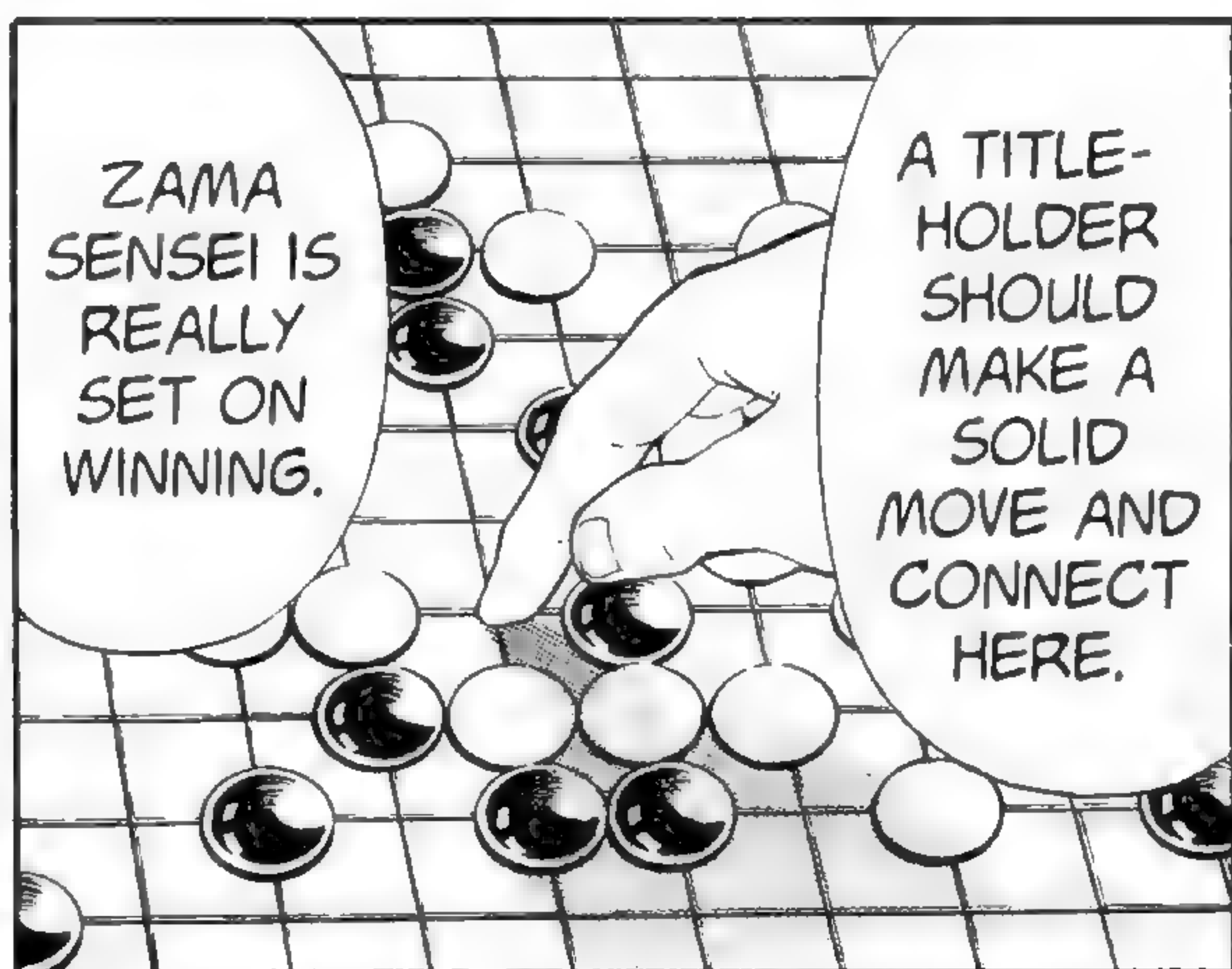












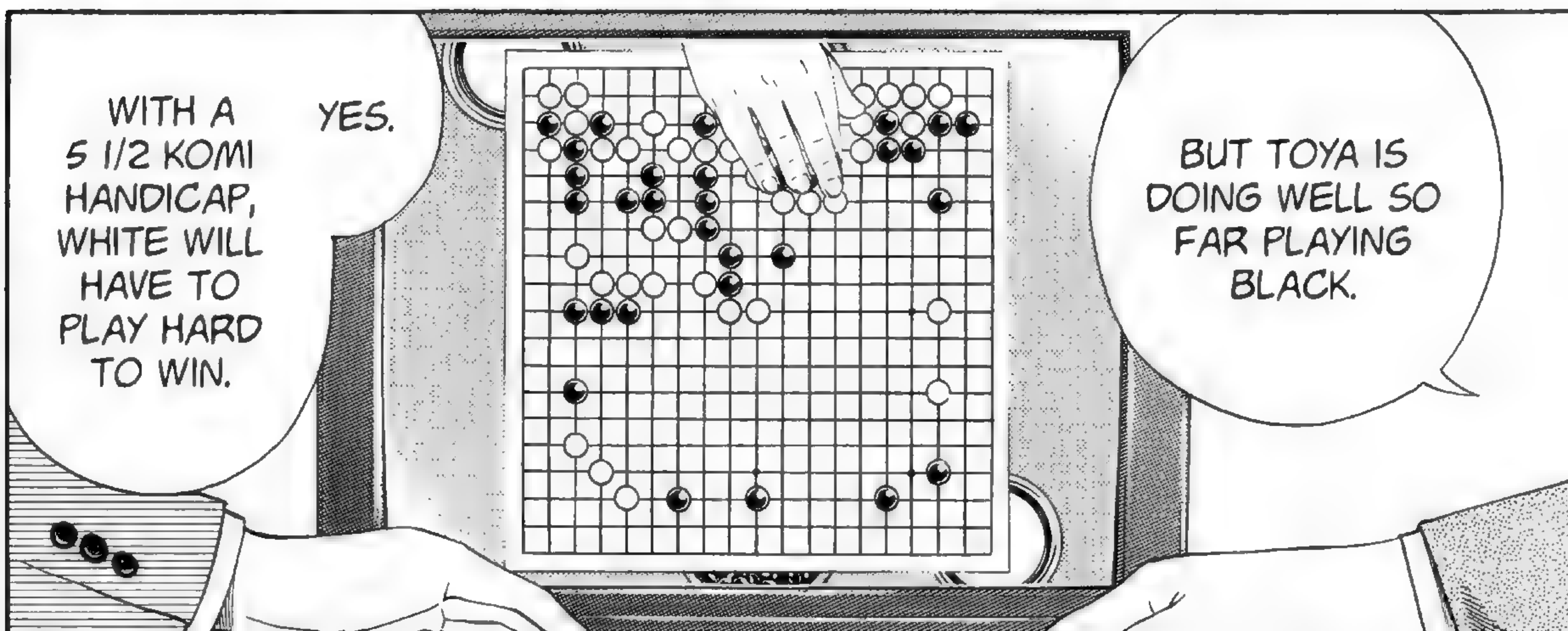


MAYBE
HE DIDN'T
TAKE A
LIKING TO
AKIRA.



K
L
A
K

THIS ISN'T
LIKE ZAMA
SENSEI. HE
USUALLY
TAKES IT
EASY DURING
EXHIBITION
GAMES LIKE
THIS.



WITH A
5 1/2 KOMI
HANDICAP,
WHITE WILL
HAVE TO
PLAY HARD
TO WIN.

YES.

BUT TOYA IS
DOING WELL SO
FAR PLAYING
BLACK.



SKOOT

ALL RIGHT,
I'M GOING
BACK IN.

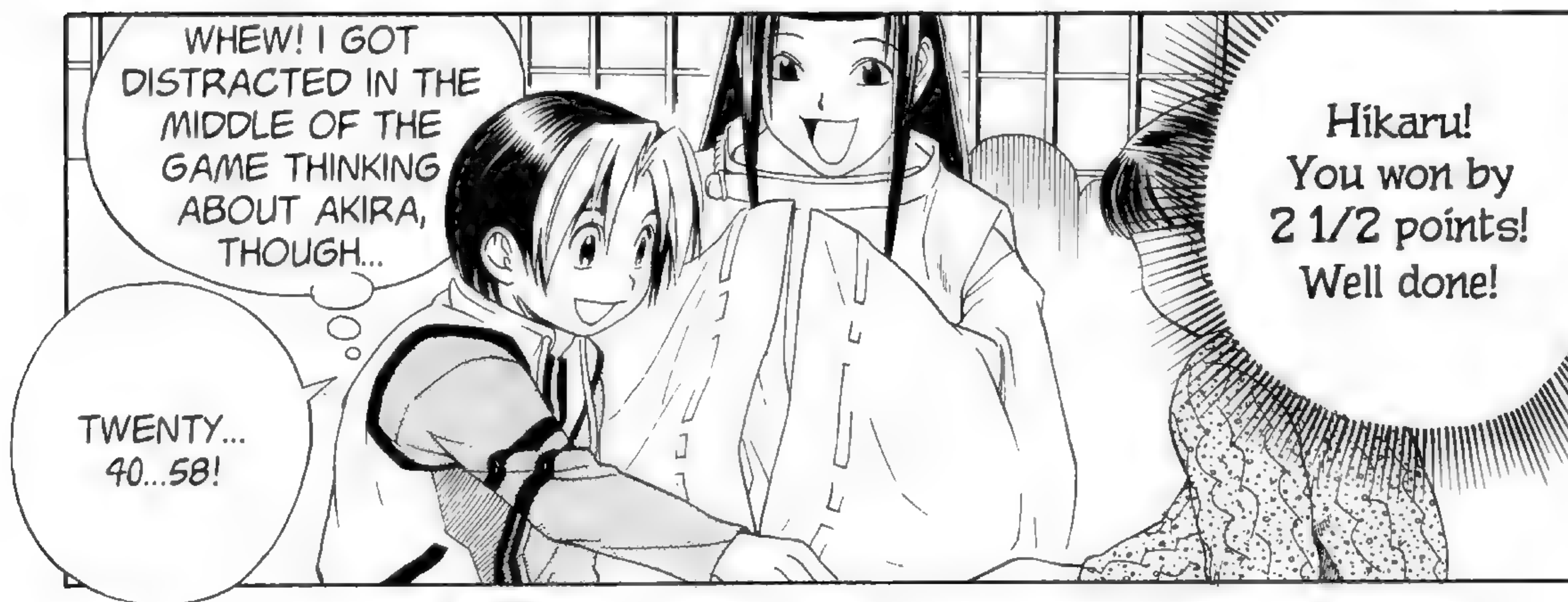


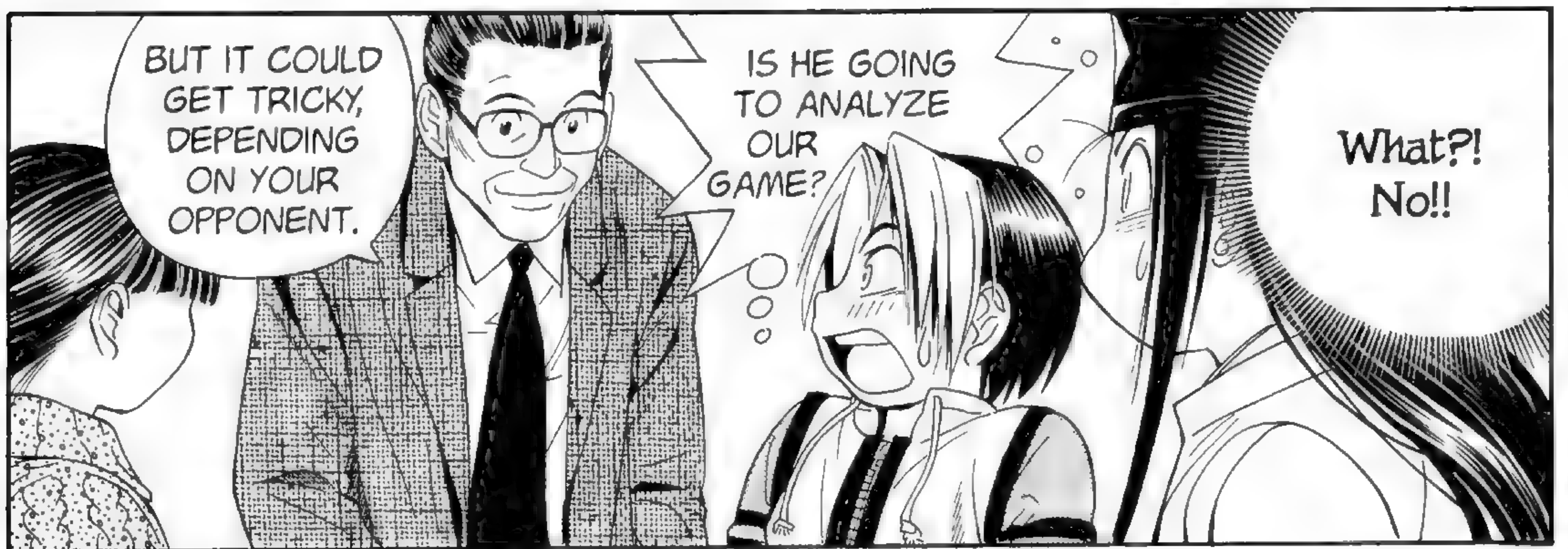
RIGHT
NOW, ZAMA
SENSEI IS
PROBABLY
CHEWING
THE TIP OF
HIS SENSU
FAN.



HE
ALWAYS
DOES
THAT
WHEN HE
STARTS
GETTING
SERIOUS.

HAH!





Hope it's
not over
yet!

I wonder
how far
along
Akira's
game is.



.....

When we get
home I will make
sure that Hikaru
reviews the game
properly, so
please keep
this short!



KIKO

Is he as
strong as
Akira's
father?

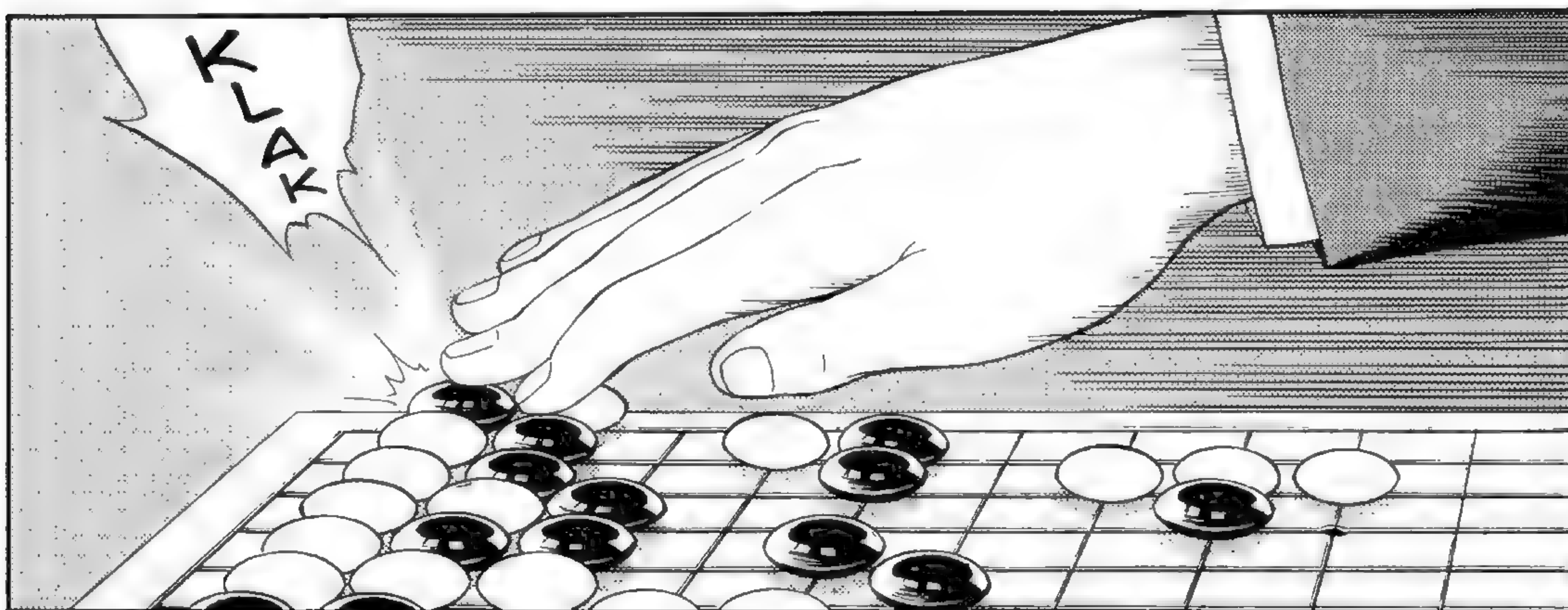
But exactly
how strong
is the Oza?

He's
playing
against
the Oza...

Then
maybe
Akira's
already
resigned
from the
game.

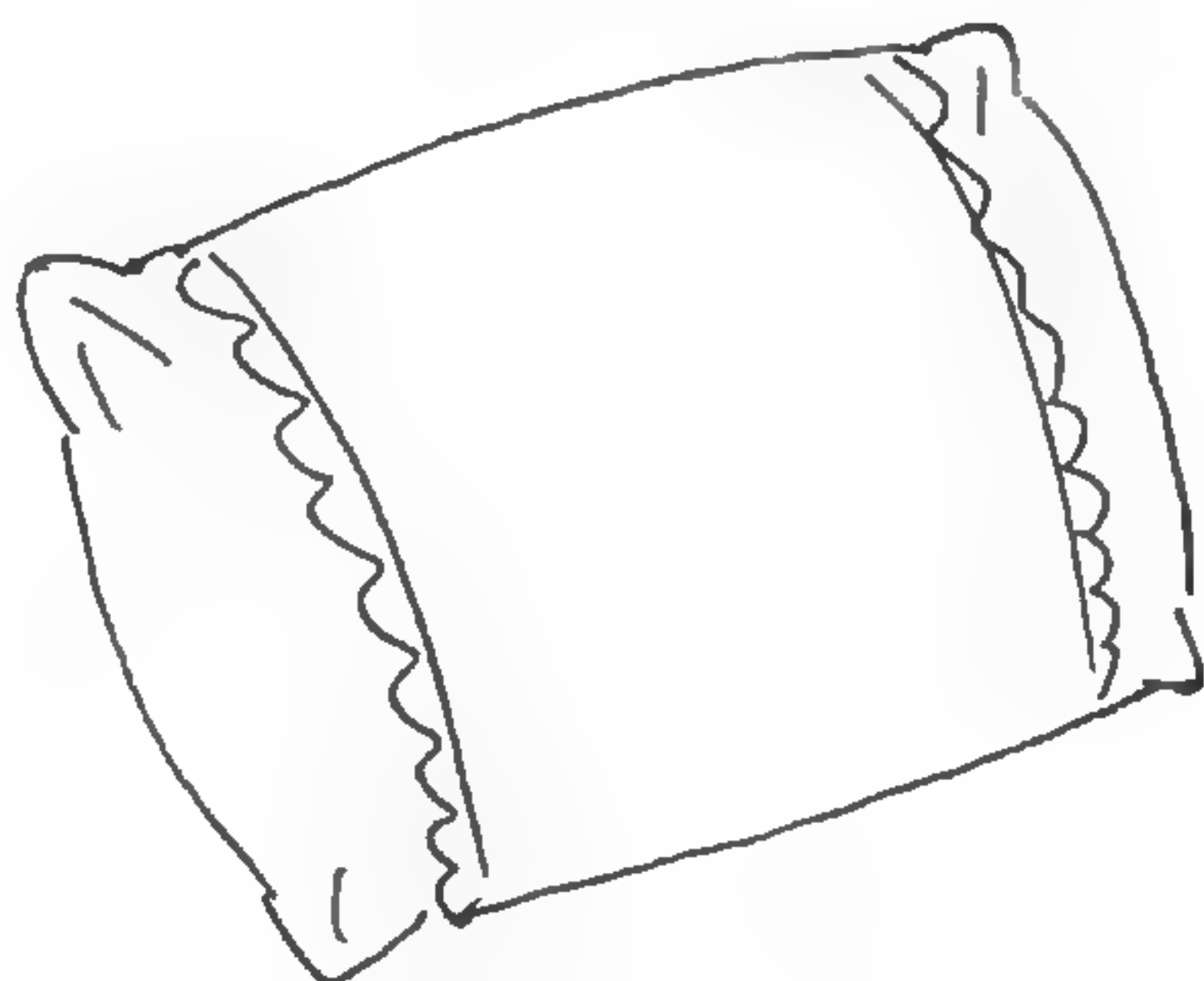
Or maybe
he's giving
the Oza a
money...

This
is Akira
Toya we're
talking
about...





SO, WHAT
ABOUT
OBATA
SENSEI?



I GET LOTS
OF SLEEP.

HIKARU NO GO STORYBOARDS

17

YUMI
HOTTA



My assistants come
four times a week, and
during those times I
only get about three
hours of sleep. But on
other days I sleep
to my heart's
content.



How much
sleep do
I get?

I ASKED HIM
ABOUT IT.

I must get
my sleep.



Hmm, you actually
do get quite a bit
of sleep, don't you?



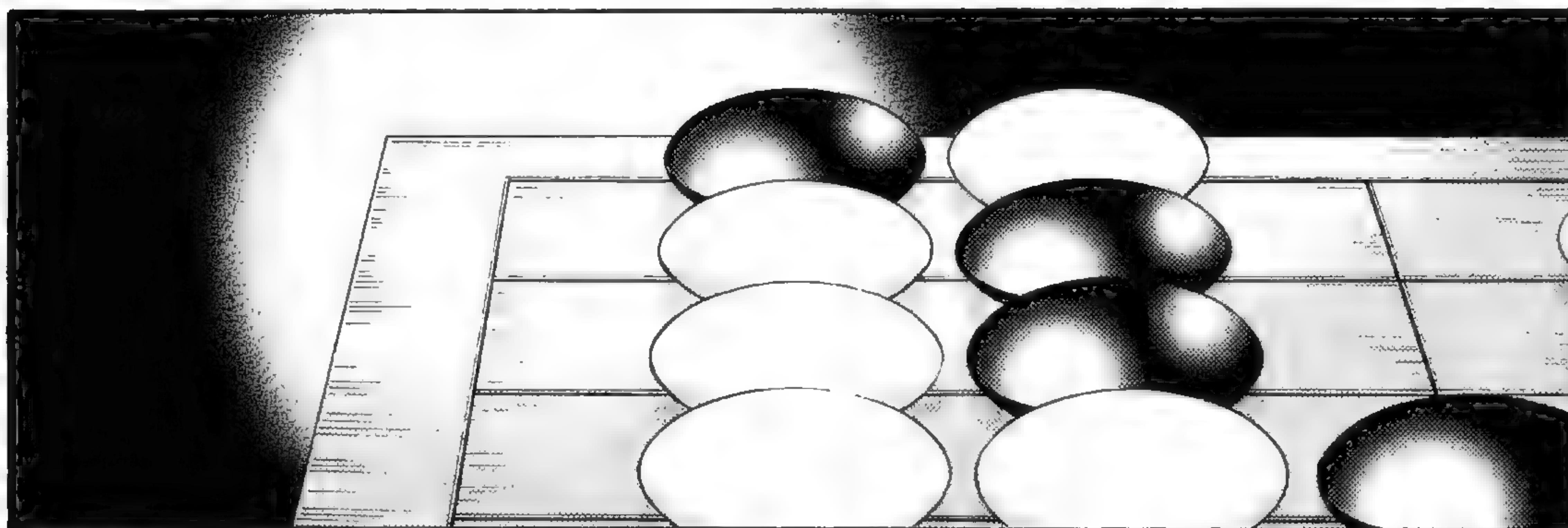
AND
WHEN YOU
AVERAGE
IT OUT...

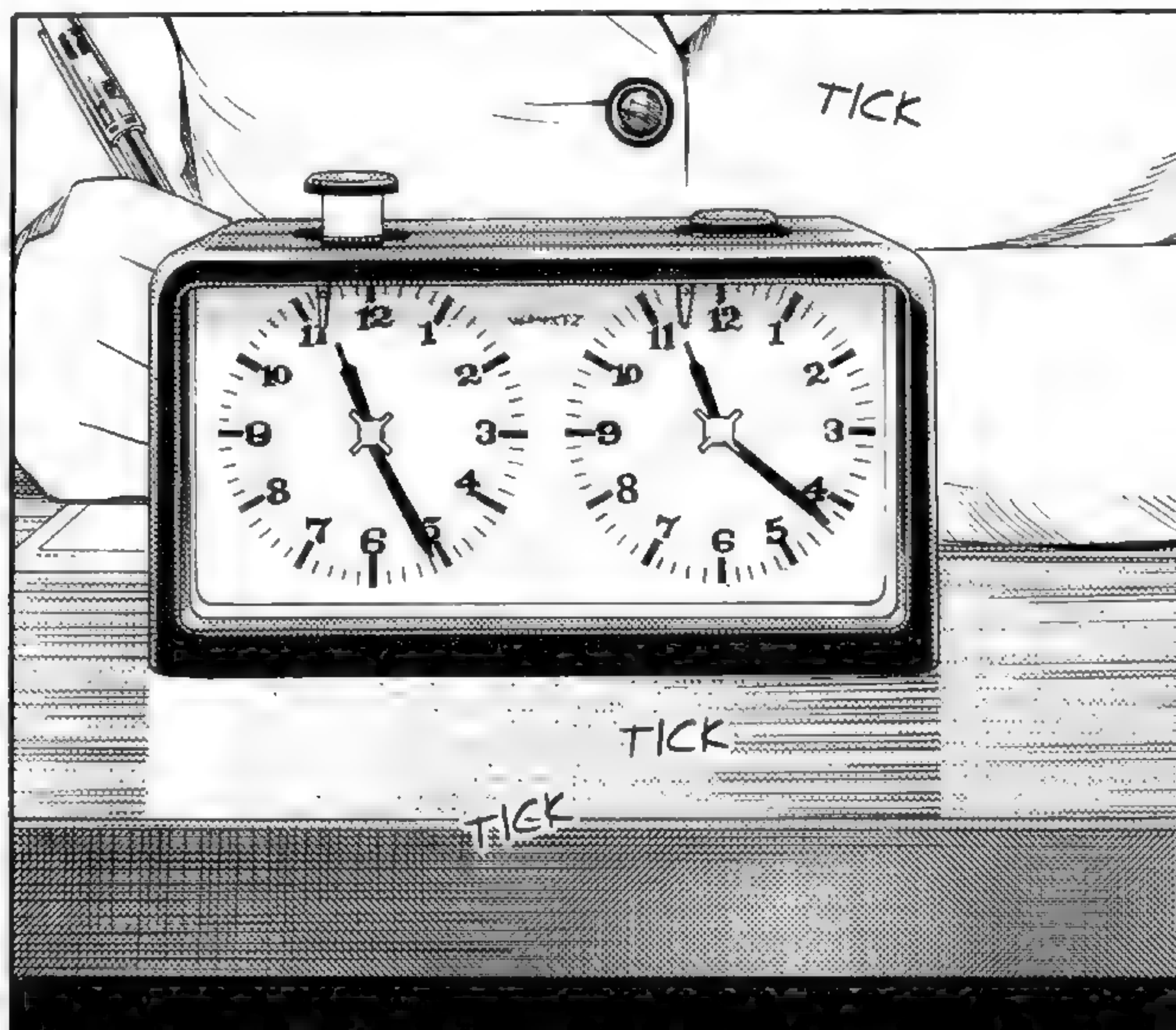
NOW,
I HAVE
NOTHING
TO FEAR. →



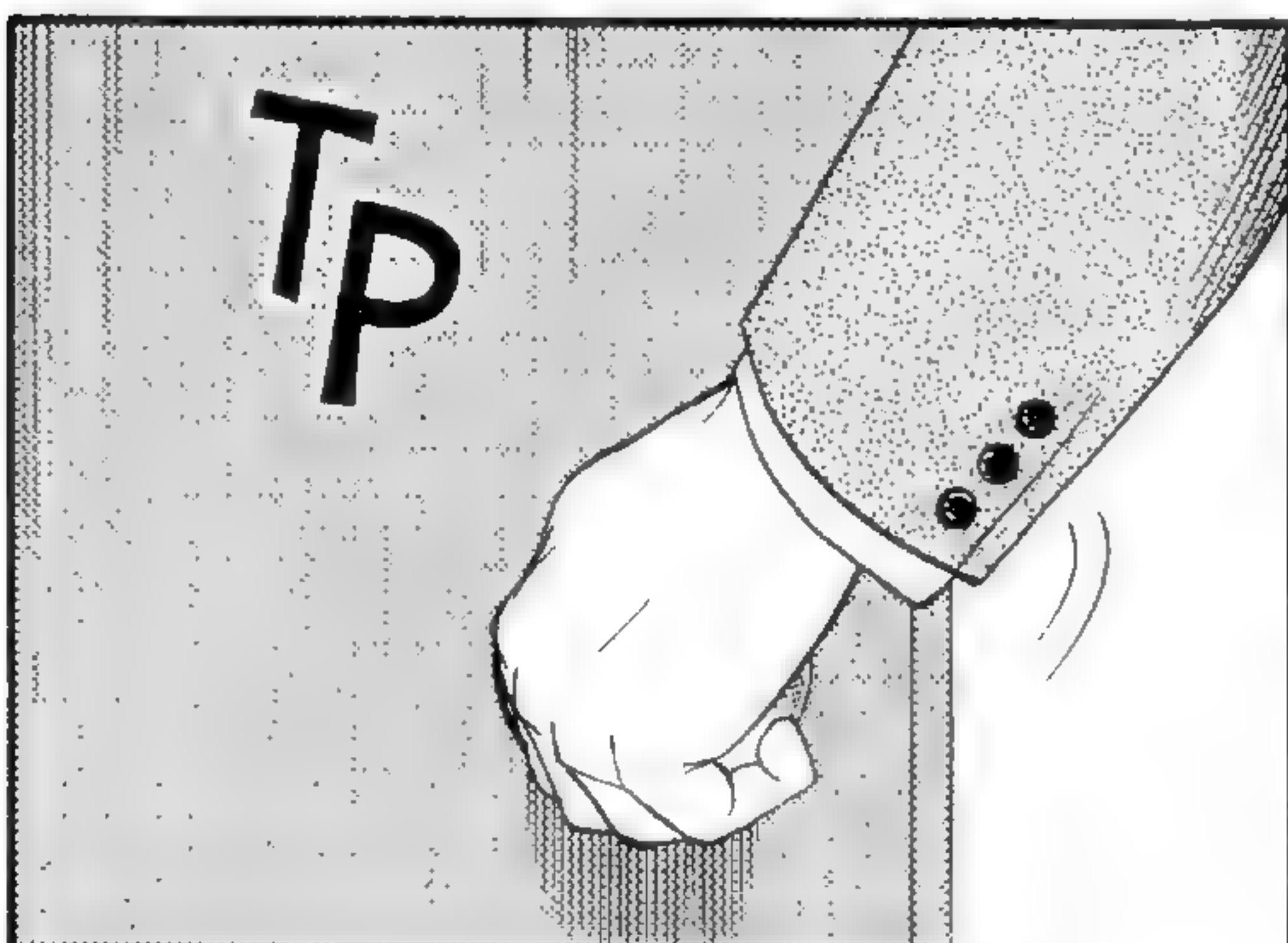
"I MUST GET
MY SLEEP."
— TAKESHI
OBATA

Game 49:
"Oza vs. Akira - Part 2"













I GOT TOO STIFF AND RESIGNED IN THE MIDDLE OF THE GAME.

TSUJIOKA, YOU CAME IN SECOND PLACE IN THE PRO TEST. HOW DID YOUR GAME AGAINST TOYA GO?



I RECENTLY LOST TO AKIRA BY 4 1/2 POINTS, TOO.

I LOST BY 4 1/2 POINTS.



SKOOT

HE GOT INTIMIDATED BY HOW STRONG OF A PLAYER TOYA IS.



MASHIBA'S GETTING HIS KICKS BECAUSE HE'S BEING TREATED AS ASHIWARA SENSEI'S EQUAL.

HMPH...



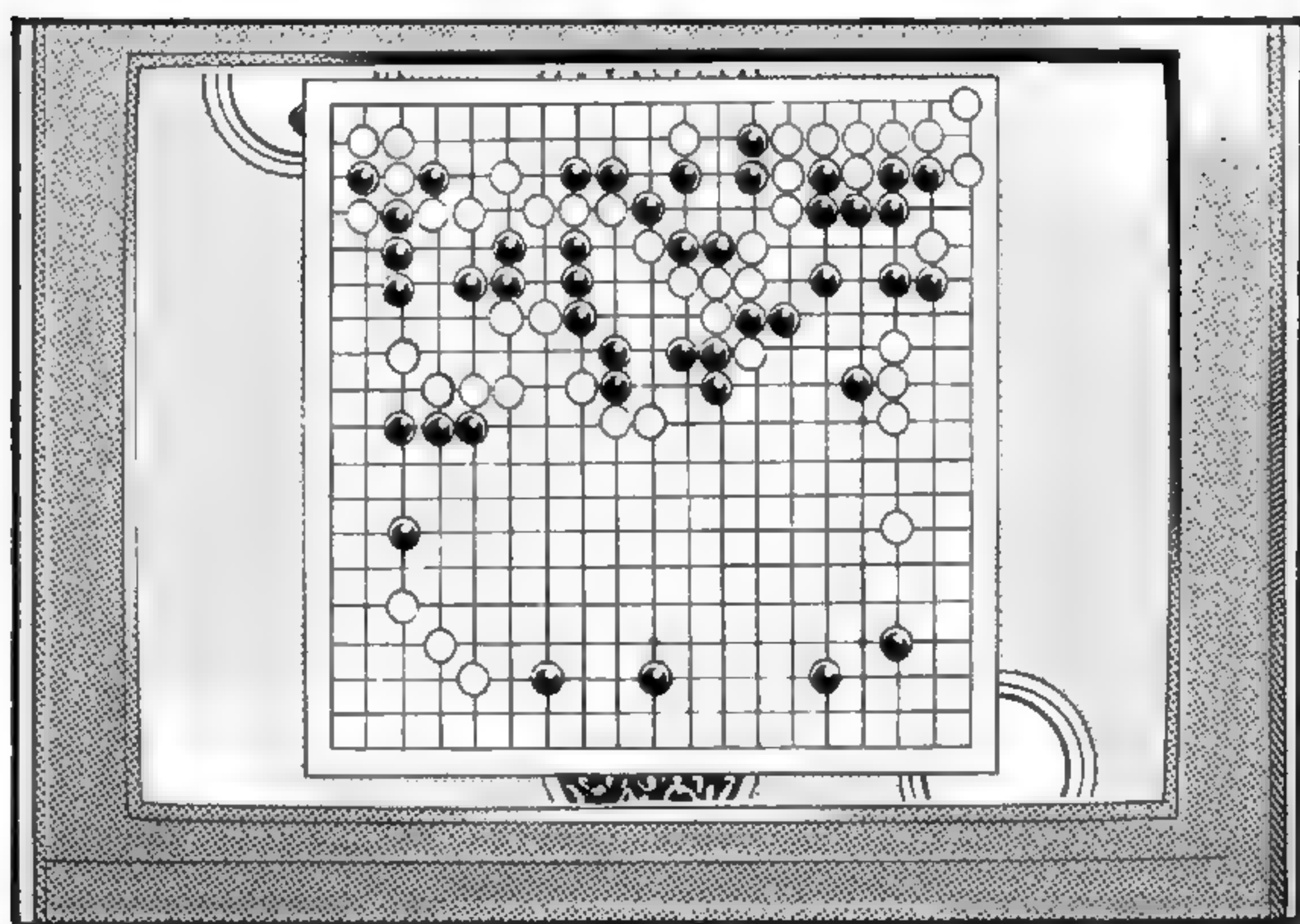
HA HA HA HA HA

ASHIWARA SENSEI, DOES THAT MEAN YOU'RE AN EVEN MATCH AGAINST MASHIBA?



BUT YOU BEAT BOTH MASHIBA AND TSUJIOKA IN THE PRO TEST. YOU'RE A STRONGER PLAYER THAN EITHER OF THEM.

OF COURSE THEY'RE EQUALS, THEY'RE BOTH PROS.







I'LL
SHOW
HIM WITH
EVERY
MOVE
I MAKE.

K
~
K
~
K

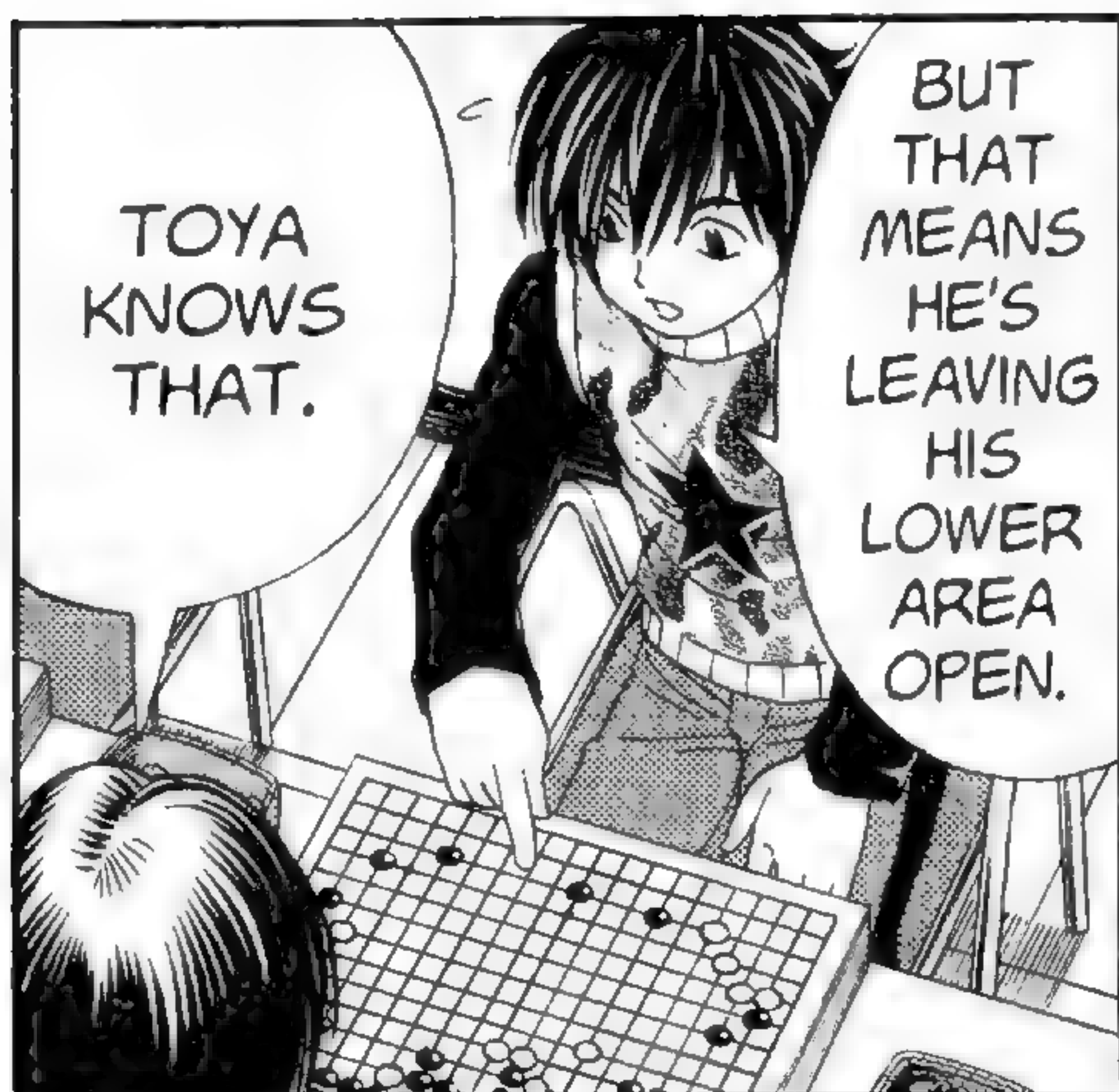


I'M
GOING
TO
SHOW
HIM.



ISN'T HE
GOING TO
PROTECT
HIS LOWER
AREA?

KEIMA?!
A KNIGHT'S
MOVE?



TOYA KNOWS THAT.

BUT THAT MEANS HE'S LEAVING HIS LOWER AREA OPEN.



I DIDN'T KNOW HE WAS THAT TYPE OF PLAYER.

BUT HE'S STILL ATTACKING!



HE STILL PERSISTS ON TAKING THE OFFENSIVE.

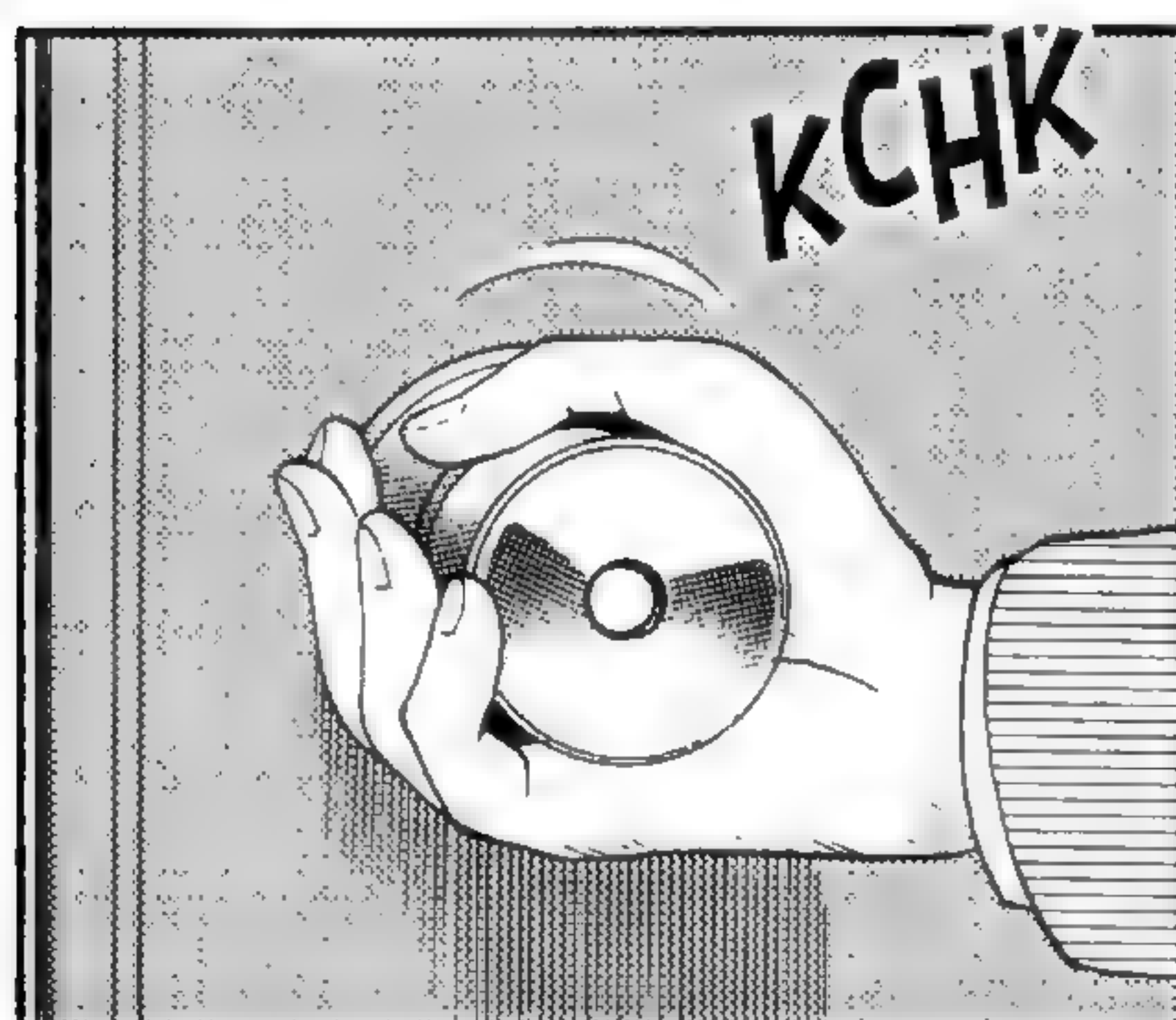


THIS IS TURNING INTO QUITE THE —

SO ZAMA SENSEI'S TAKING HIS TIME TO THINK...

FWSH

OF COURSE, ZAMA SENSEI WILL PLAY IN THE OPEN AREA.



KCHK



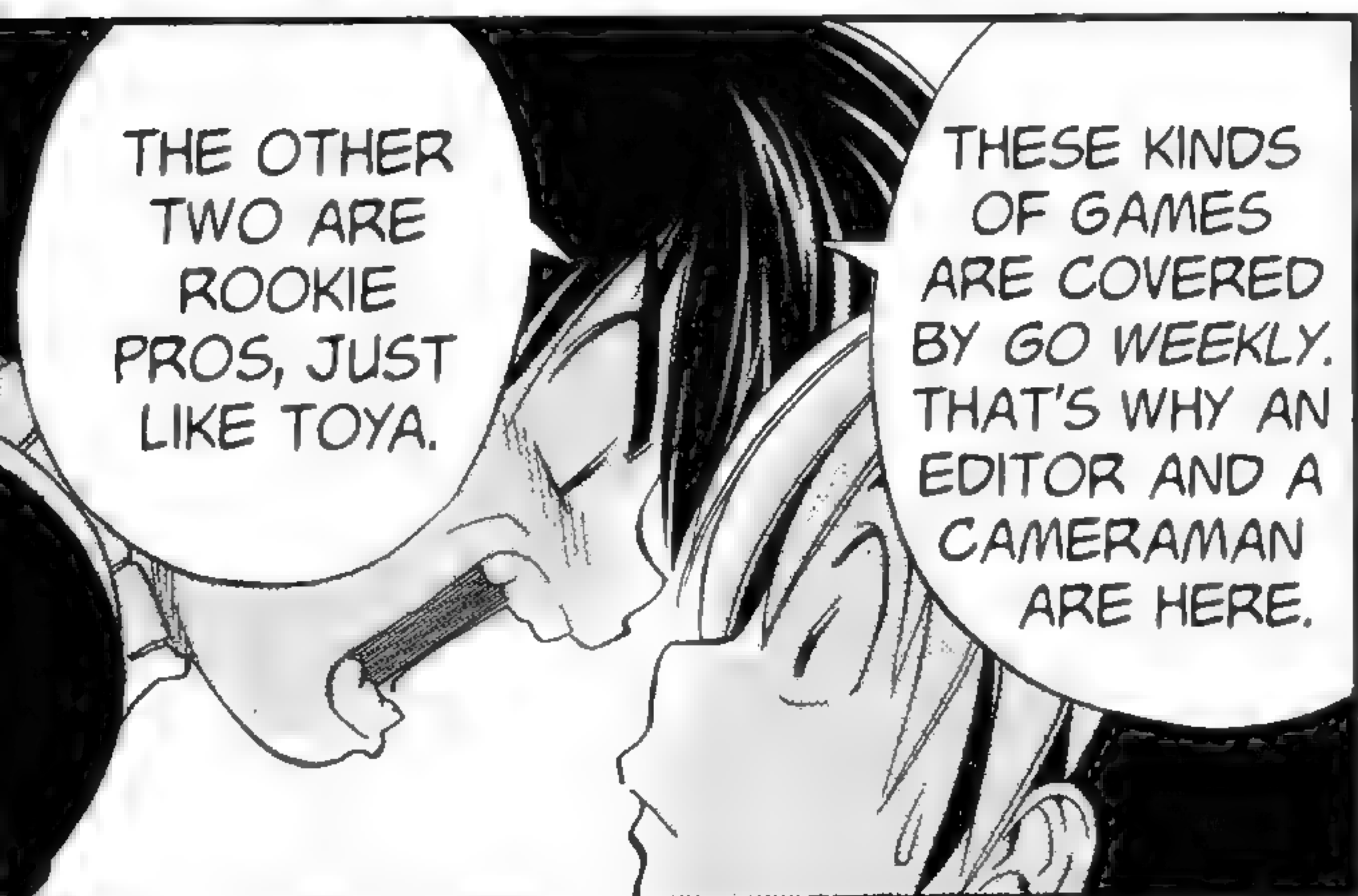
THAT'S NOT NECESSARY...

OH, I'LL GO GET IT.

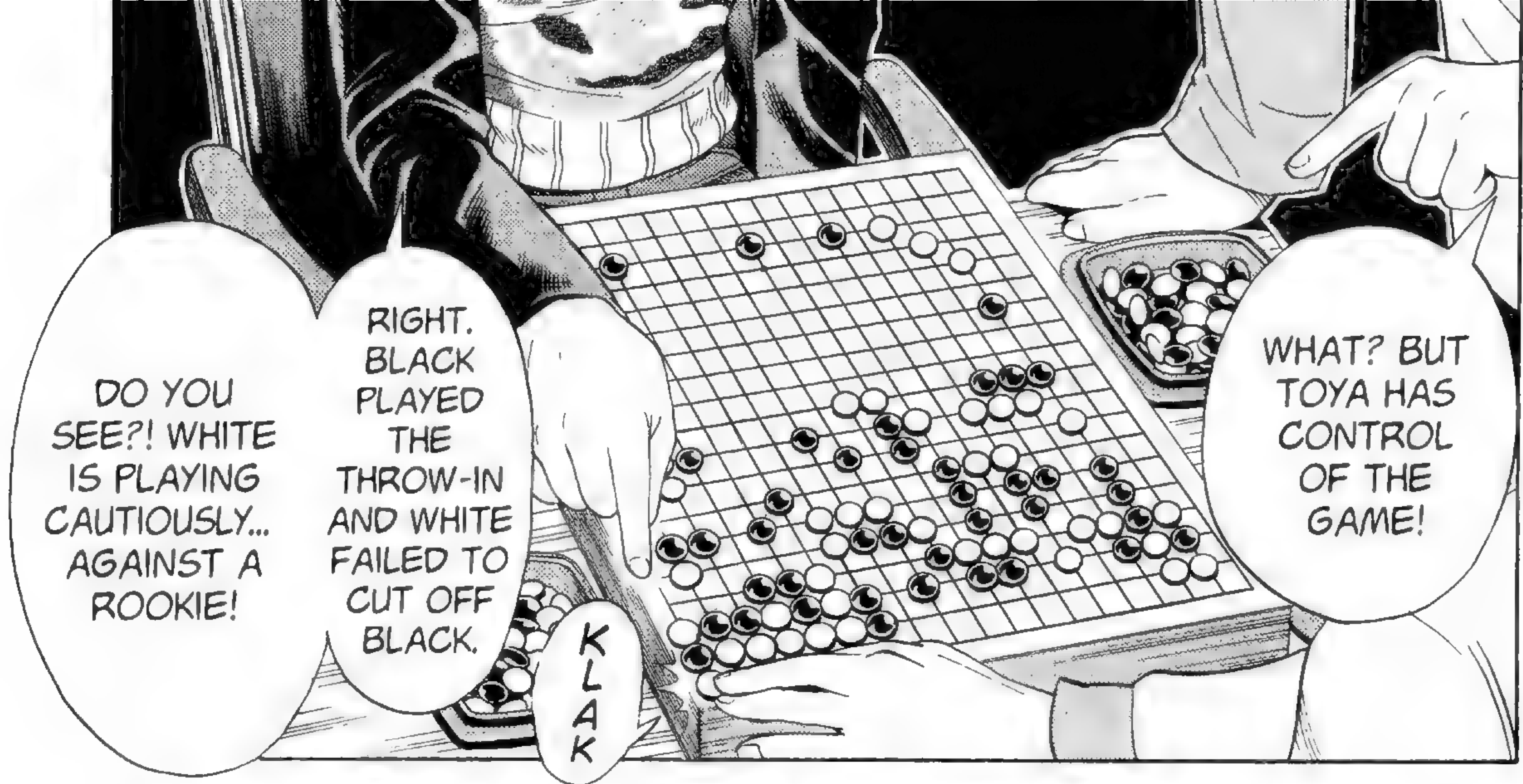
I'LL GO BUY SOME COFFEE.











DO YOU
SEE?! WHITE
IS PLAYING
CAUTIOUSLY...
AGAINST A
ROOKIE!

RIGHT.
BLACK
PLAYED
THE
THROW-IN
AND WHITE
FAILED TO
CUT OFF
BLACK.

K
L
A
K

WHAT? BUT
TOYA HAS
CONTROL
OF THE
GAME!



THAT'S
HOW ZAMA
SENSEI IS
PLAYING.

K
L
A
K

IN THE
END, THE
GAME
WILL BE
YOURS.

K
L
A
K

PLAY
CAREFULLY
AND WAIT
FOR YOUR
OPPONENT
TO GIVE
YOU AN
OPENING.

DON'T
GO
EASY
ON
YOUR
OPPO-
NENT.



WE'LL FIND OUT.
ZAMA SENSEI
JUST MADE HIS
MOVE THERE!



K
L
A
K

STILL, TOYA
FAILED TO
DEFEND THIS
AREA AND
PLAYED HERE
INSTEAD.

K
L
A
K



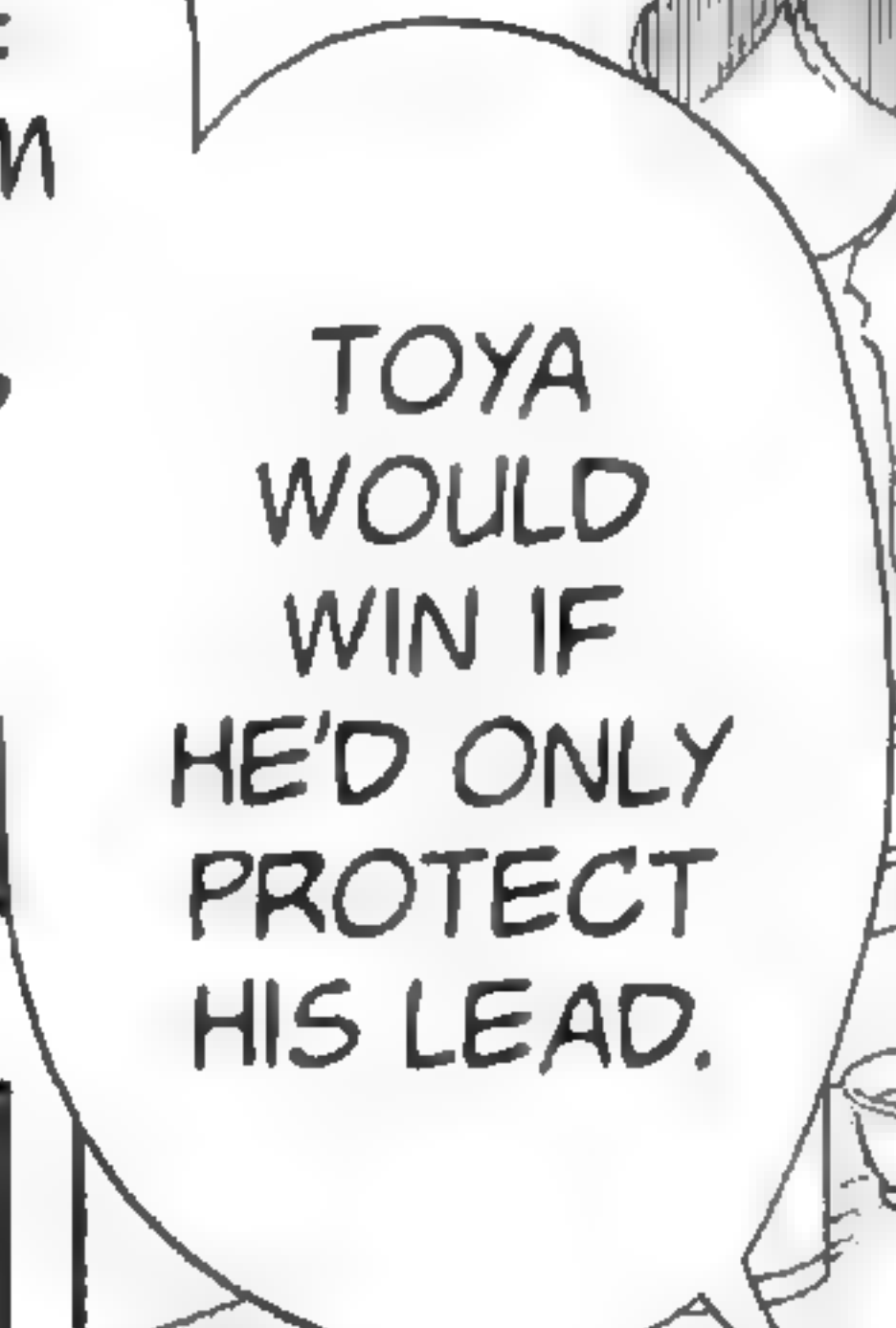
WHAT
HAPPENS
WHEN
WHITE
COMES
IN?

HE
DIDN'T
PROTECT
THAT
AREA?
THAT'S
WEIRD...





WHAT
COULD BE
DRIVING HIM
TO PLAY
LIKE THIS?



TOYA
WOULD
WIN IF
HE'D ONLY
PROTECT
HIS LEAD.

YOU'RE REALLY
SOMETHING!



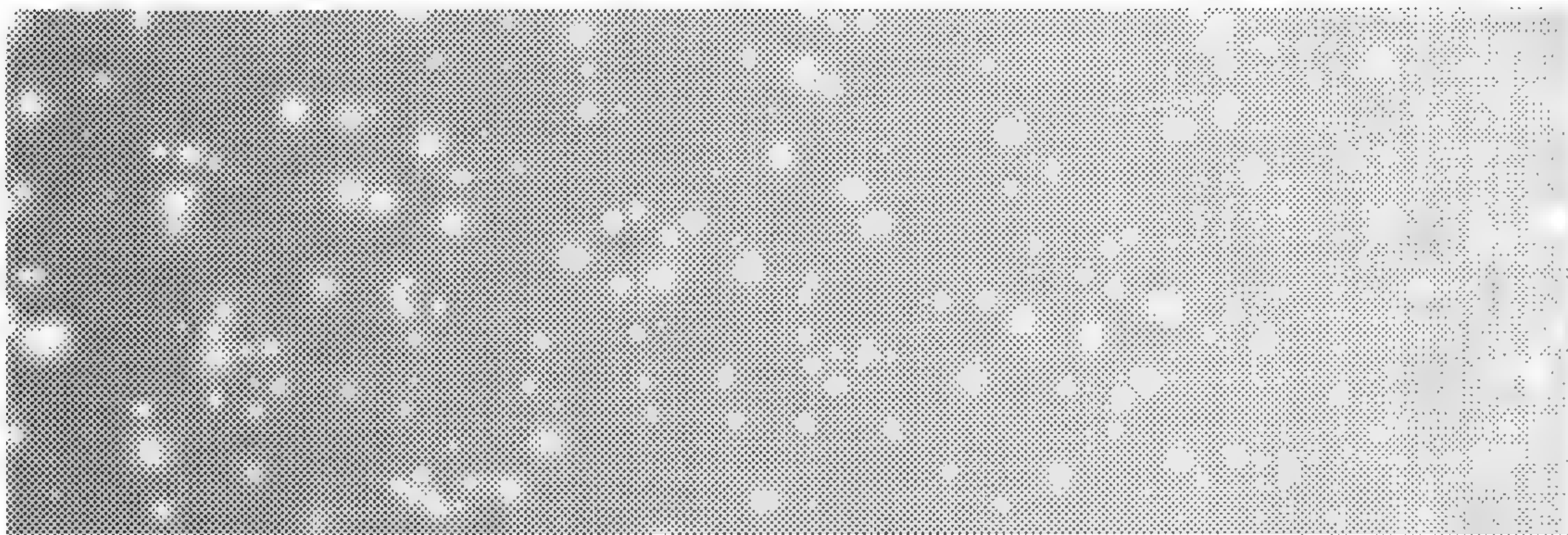
YOU'RE
SHOWING
ME HOW
FAR
YOU'VE
COME,
AREN'T
YOU?

I KNOW
WHAT
IT IS...



JUST YOU
WAIT — I'LL
CATCH UP
TO YOU YET.
COUNT
ON IT!

I'M
COMING
RIGHT
AT YOU,
AKIRA
TOYA!

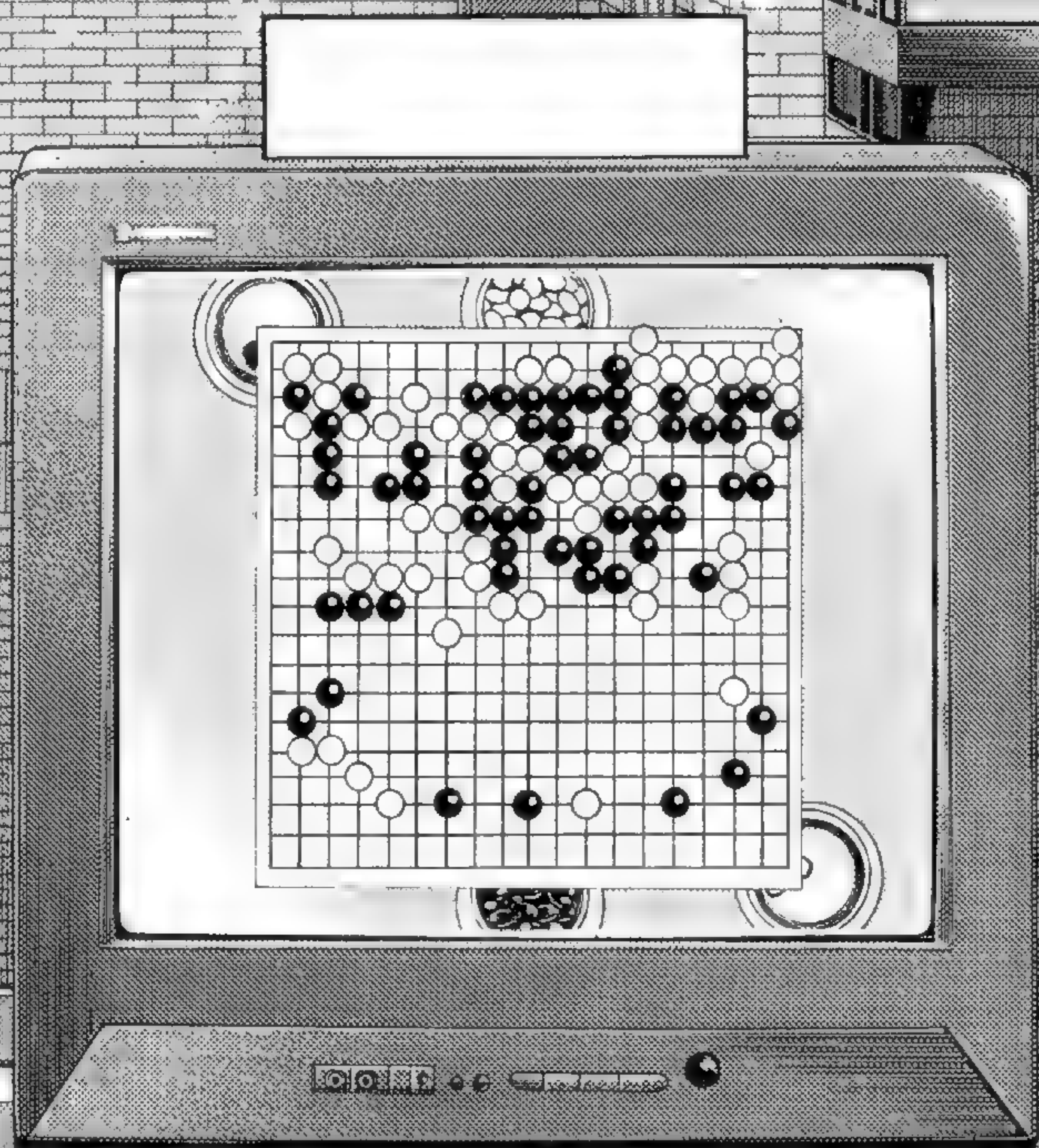




...and
battles
on the
Go
board
are still
fiery hot.

Snow
is still
crystal
white...

A thousand
years may have
passed, yet
nothing changes
in this world.



K
L
K

Each and
every move
expresses
the story
that lies
within the
soul that
wields the
stones.

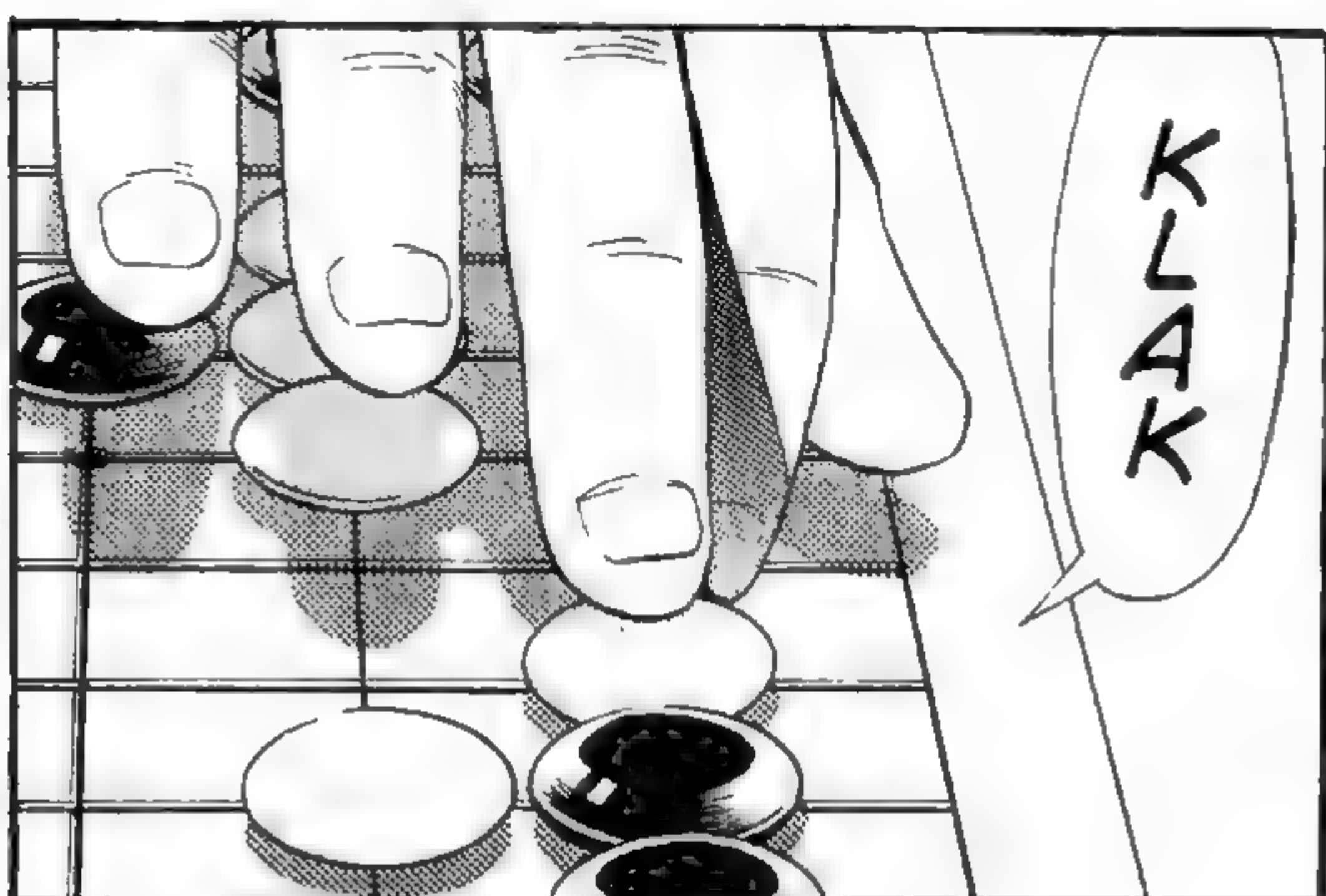


深奥幽玄

And right now, in that room filled with such biting intensity, the sounds of stone on wood echo throughout.



GRNCH



KLAK



"HOW COULD HE COME AFTER ME AT HIS LEVEL?"







IT DOESN'T
MATTER
WHO IS
COMING
AFTER
ME.

Game 50:
"Oza vs. Akira - Part 3"



I WILL
ONLY FACE
FORWARD
AND
CONTINUE
TO
ADVANCE.

I AM
ONLY
CON-
CERNED
WITH
THE 500
PRO
PLAYERS
AHEAD
OF ME.

K
L
A
K



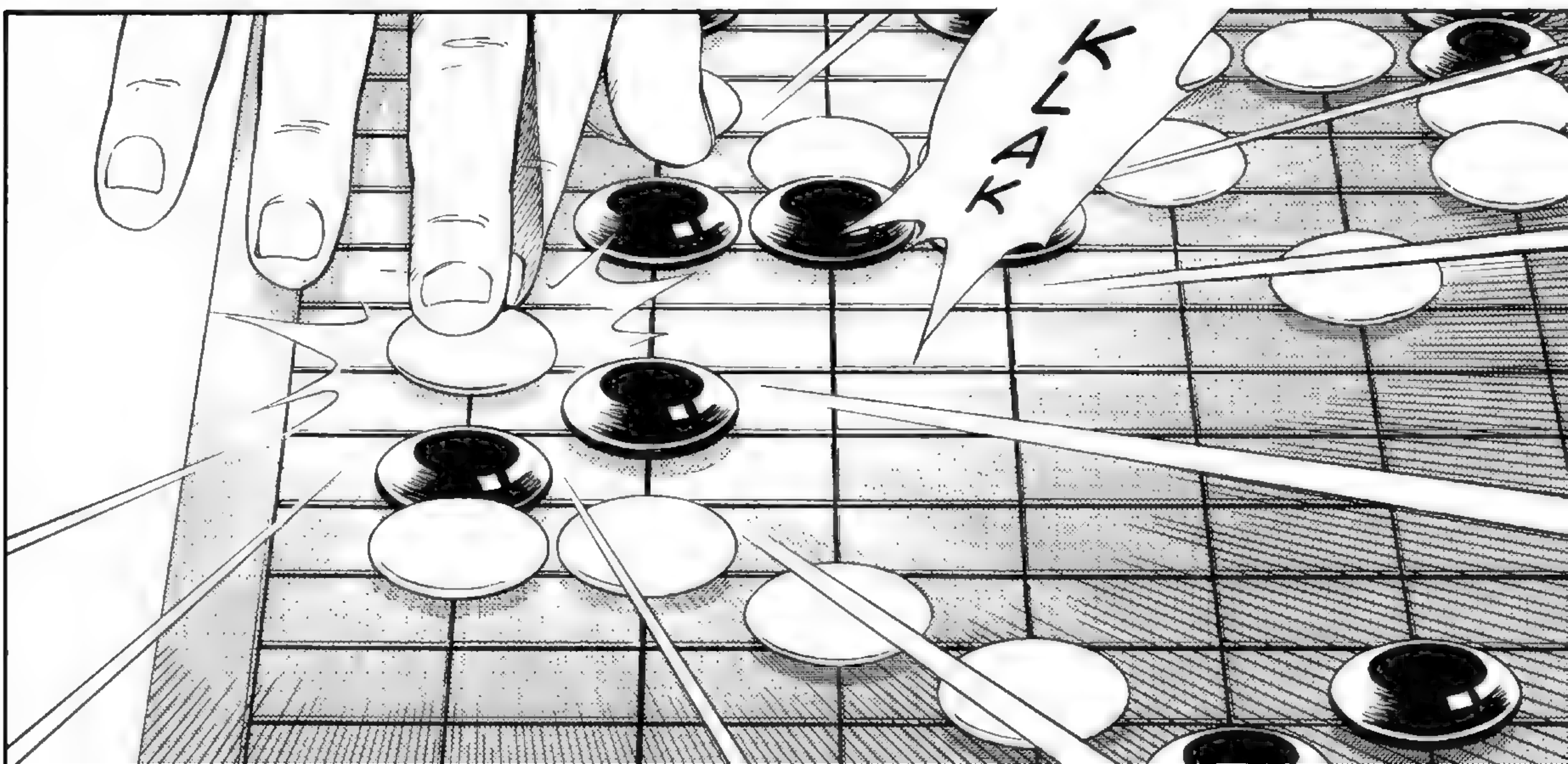
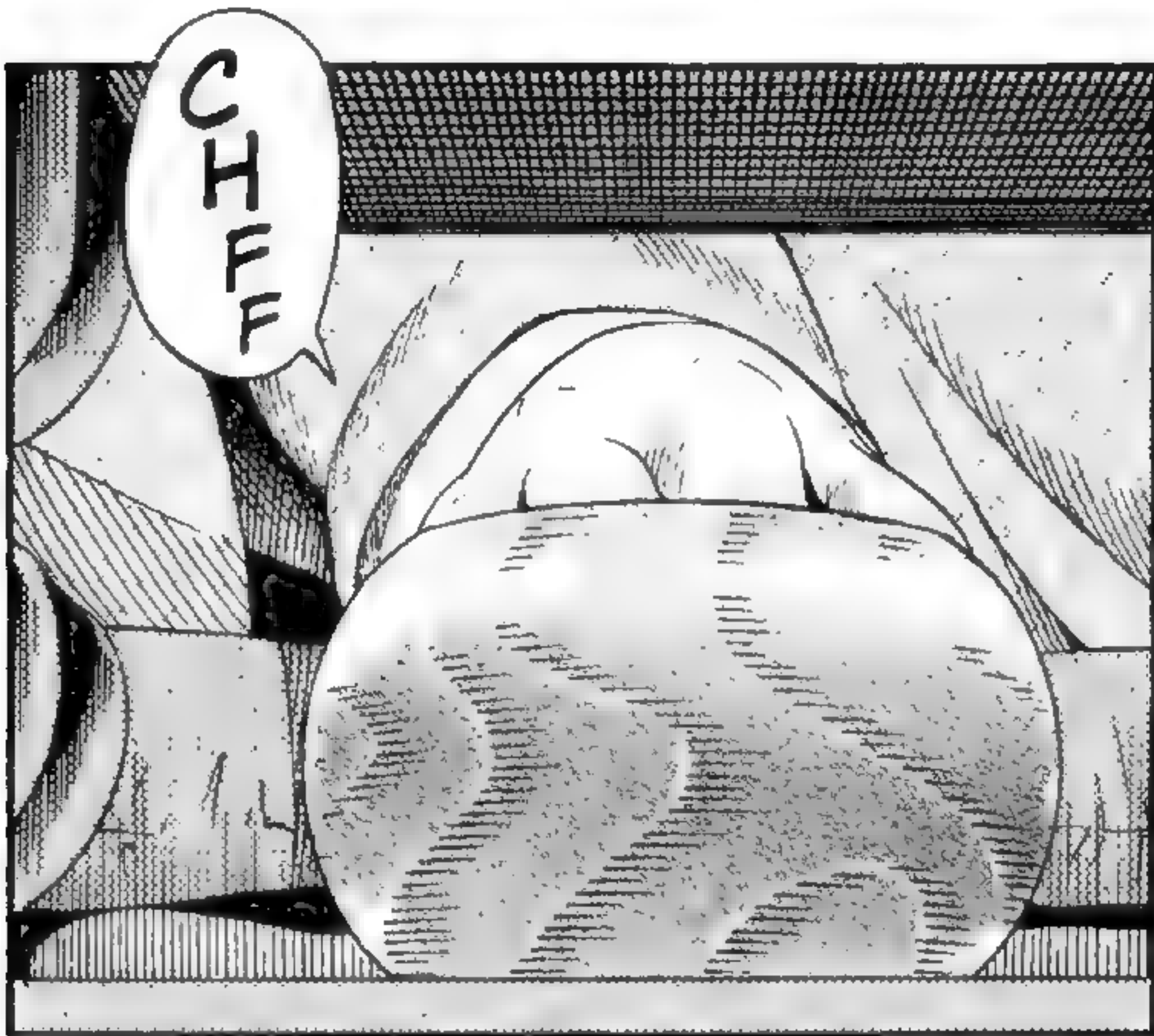
I WILL NOT BE
DISTRACTED...

...BY THE LIKES
OF YOU.





Game 50 "Oza vs. Akira - Part 3"





WELL, YOU
WON'T GET
ME LIKE
THAT.

YOU WERE
GOING TO PLAY
OVER HERE AFTER
YOU TOOK CARE
OF THAT AREA,
WEREN'T YOU?
WELL, YOU'RE A
LITTLE TOO
LATE.



BUT
COME
ON...

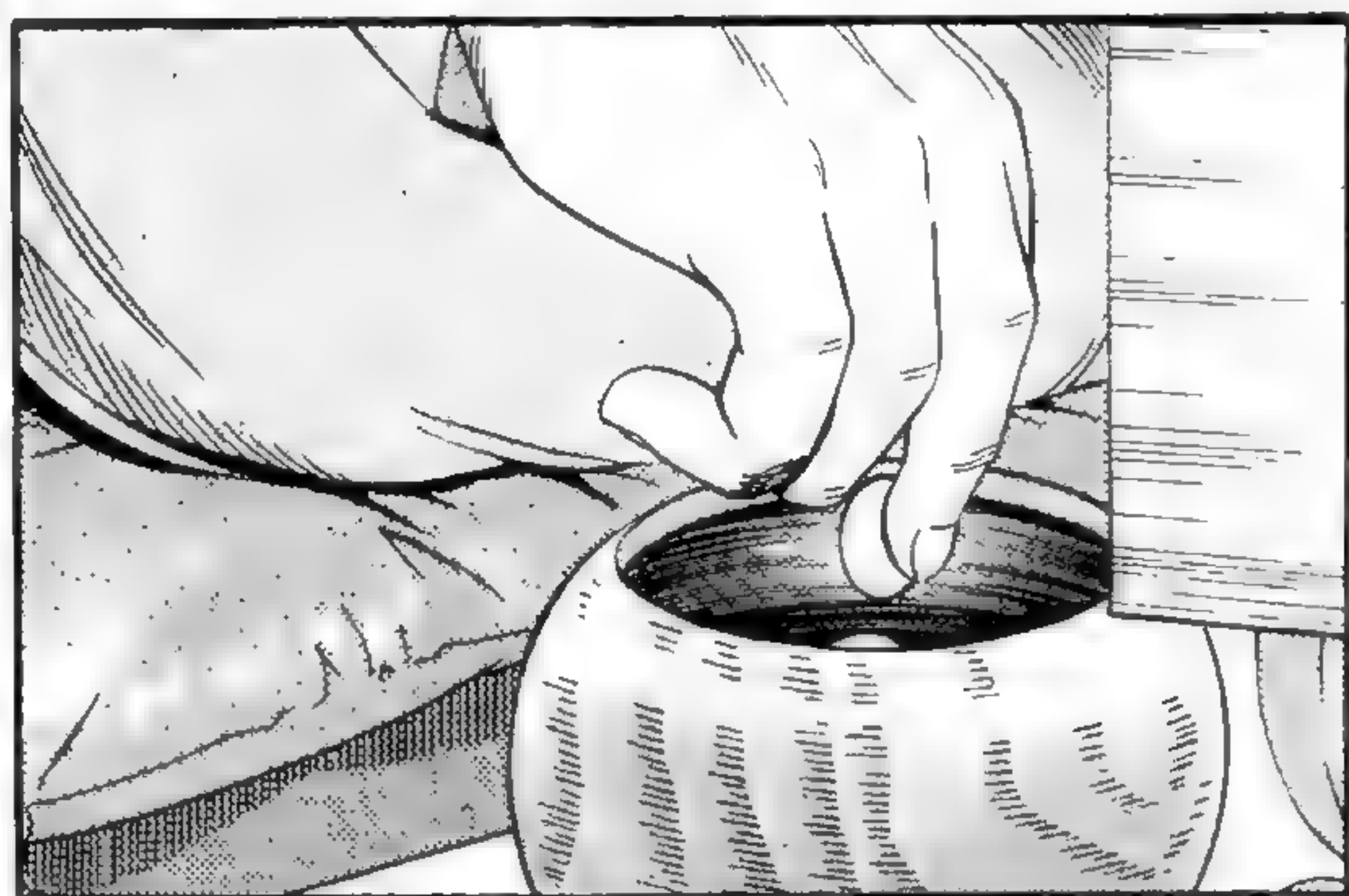
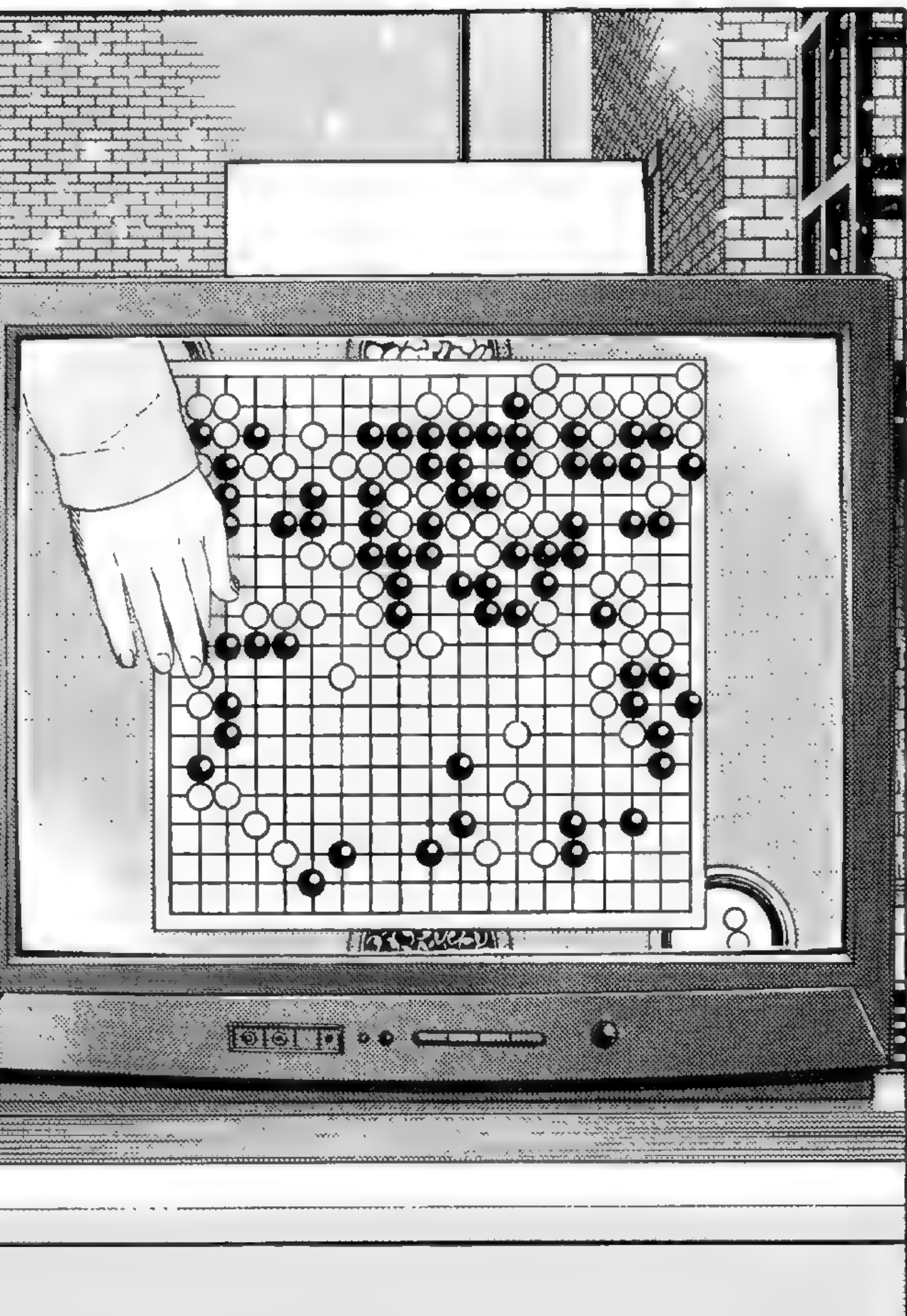
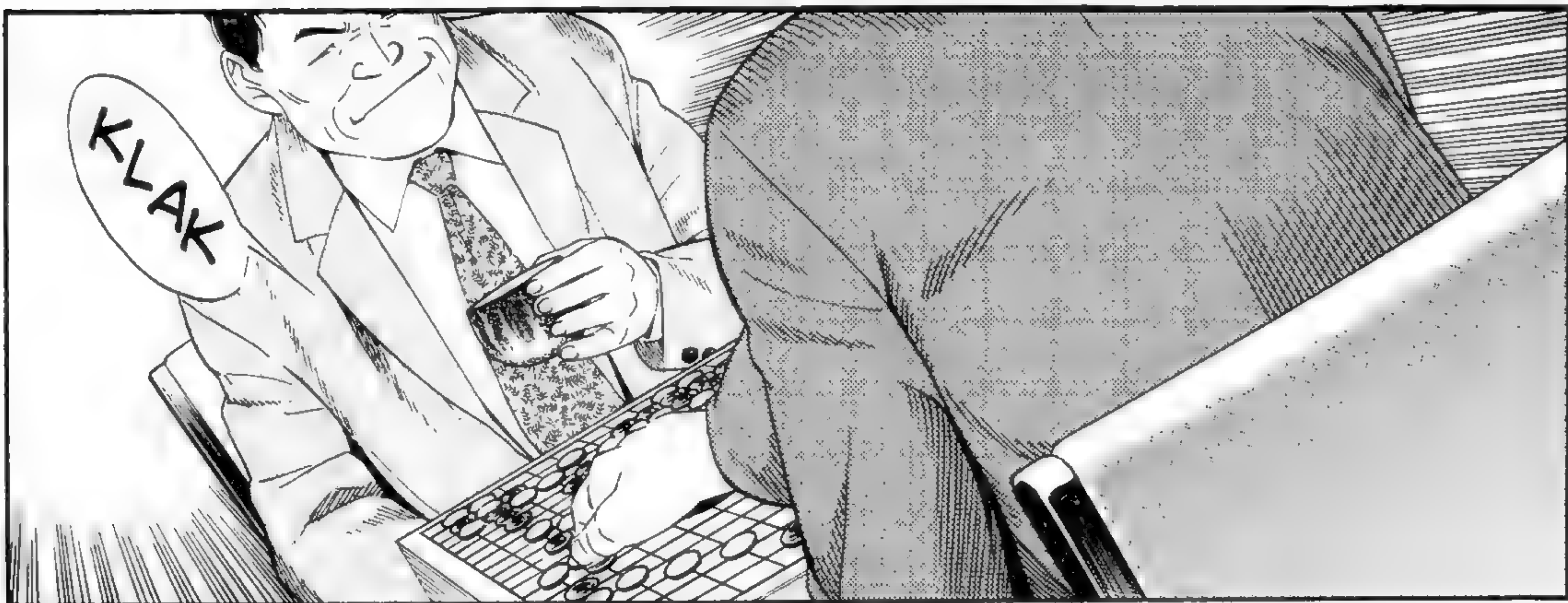
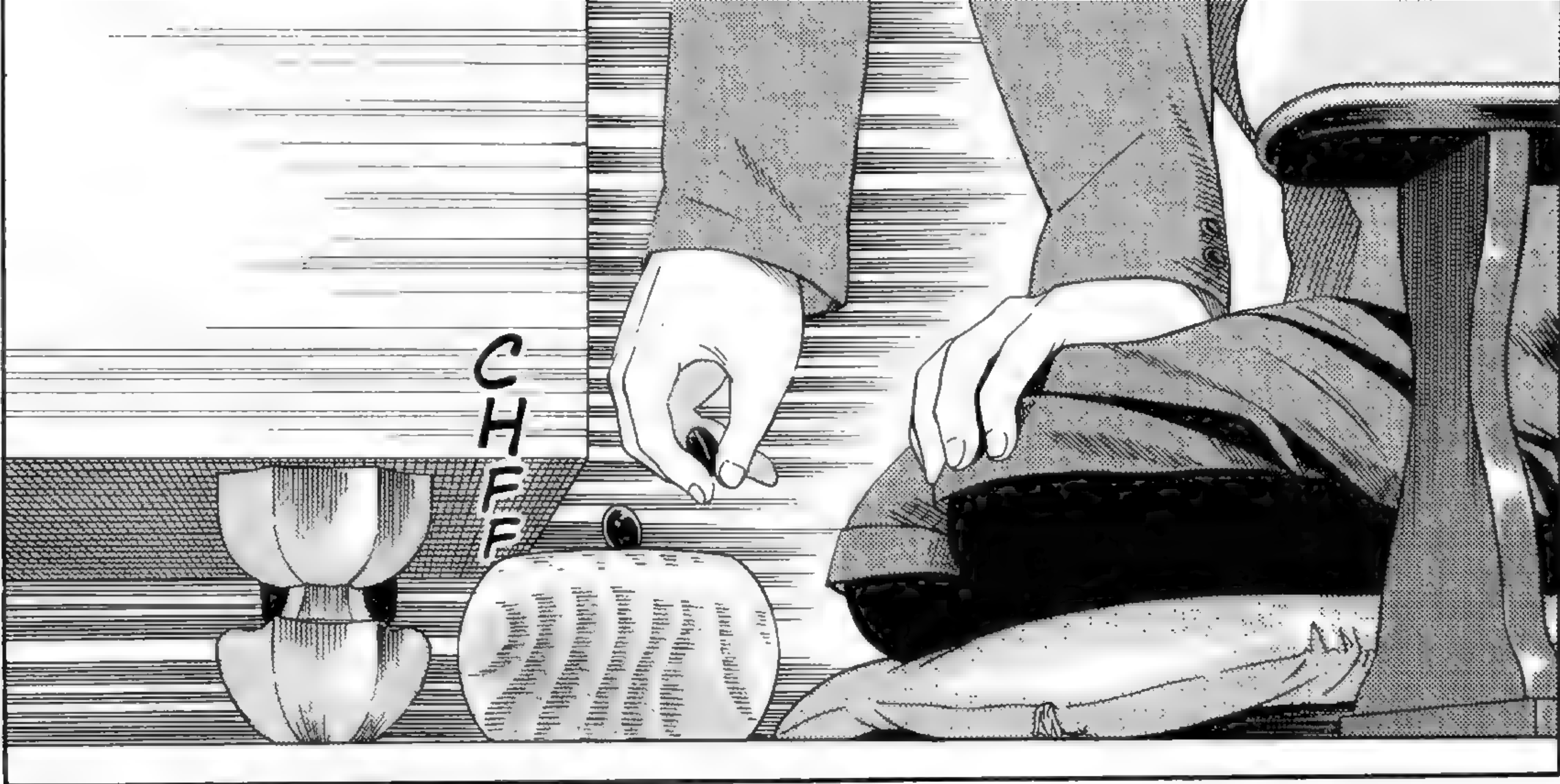
MAYBE THE
YOUNG FELLOWS
STUDYING UNDER
TOYA MEIJIN GET
CARRIED AWAY AND
FALL FOR THAT
SORT OF THING.



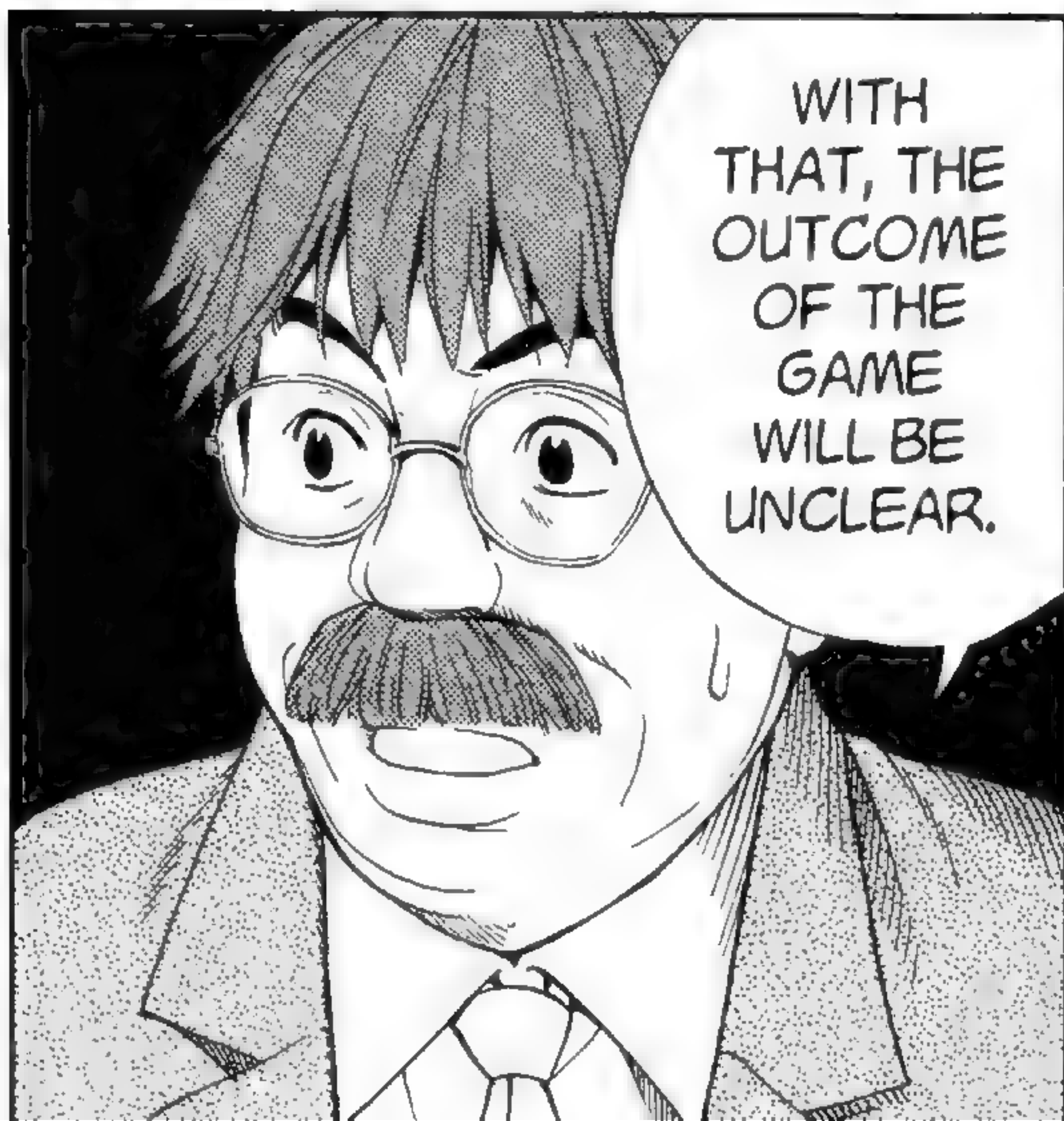
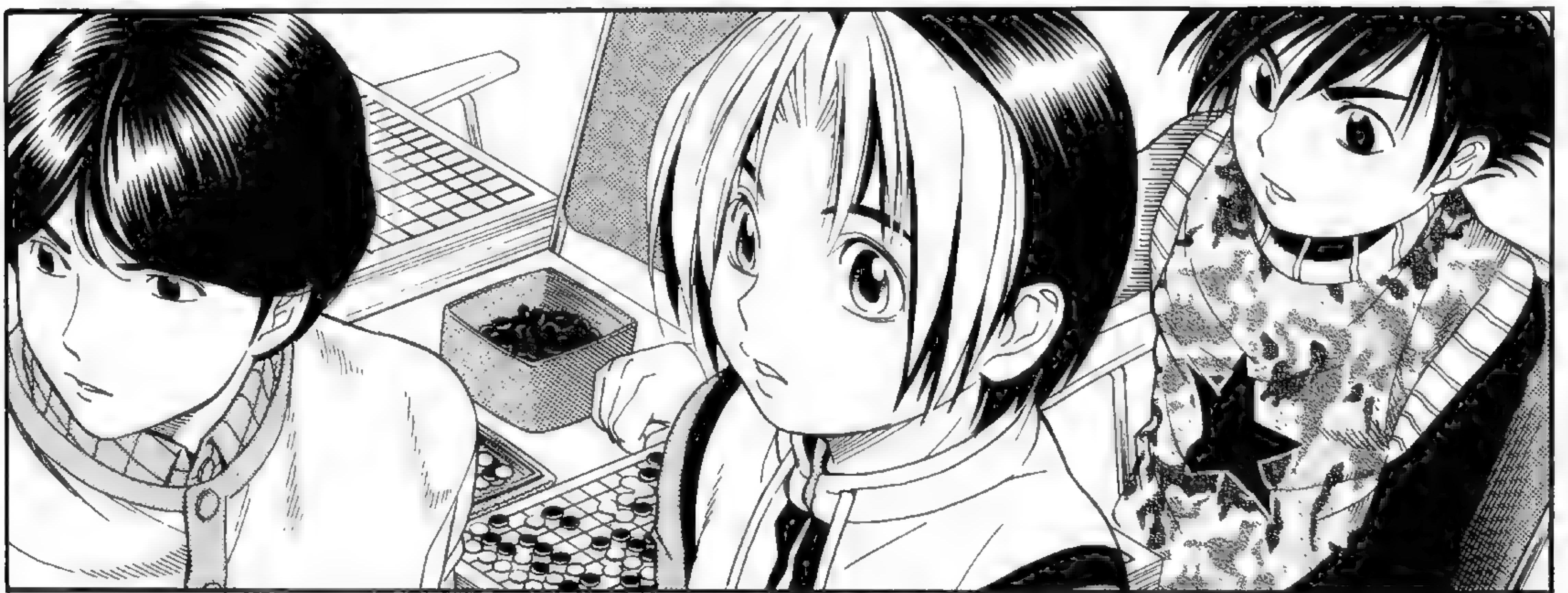
...IS
SITTING
ACROSS
FROM
YOU,
BOY?

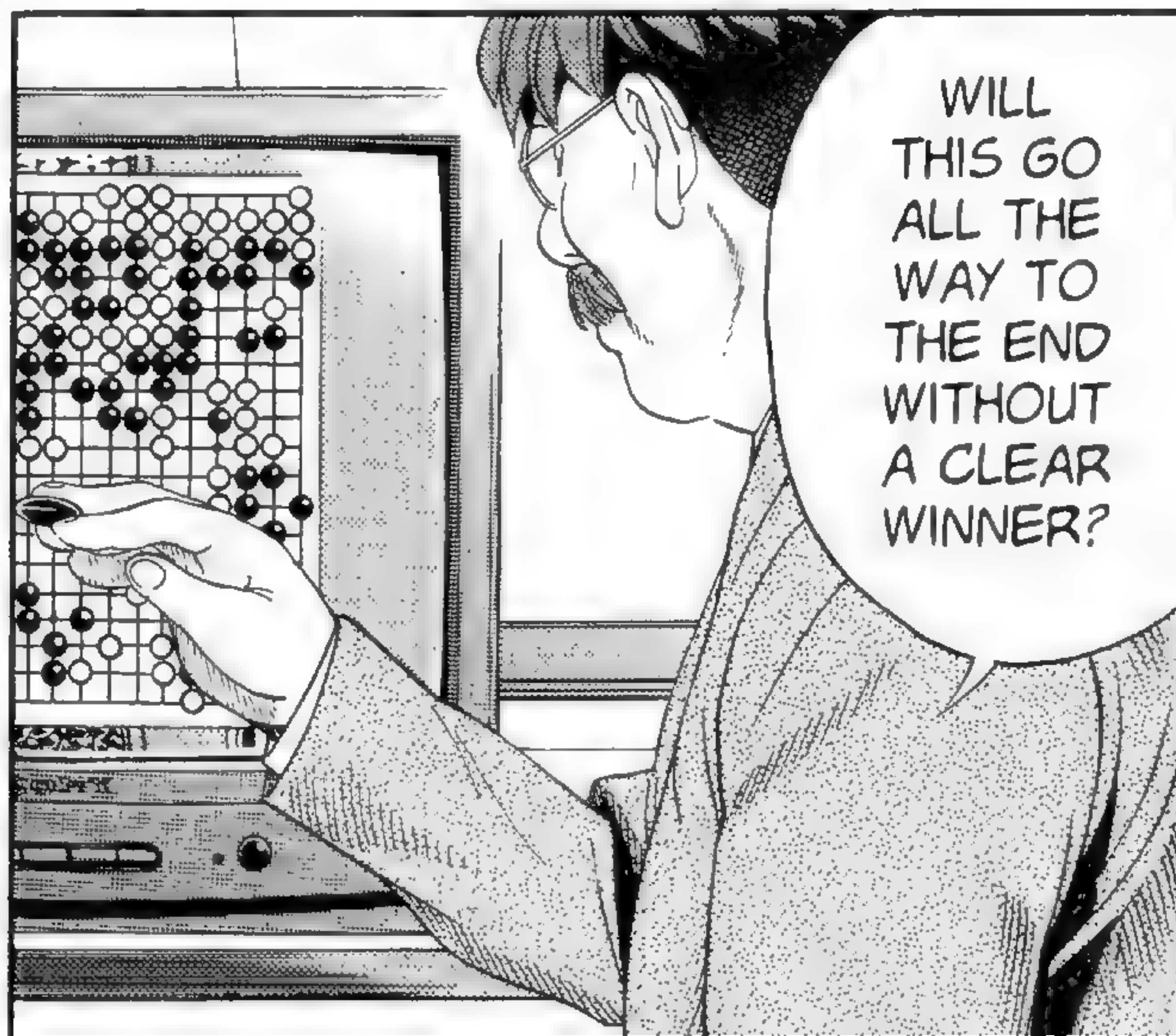
EXACTLY
WHO DO
YOU
THINK...

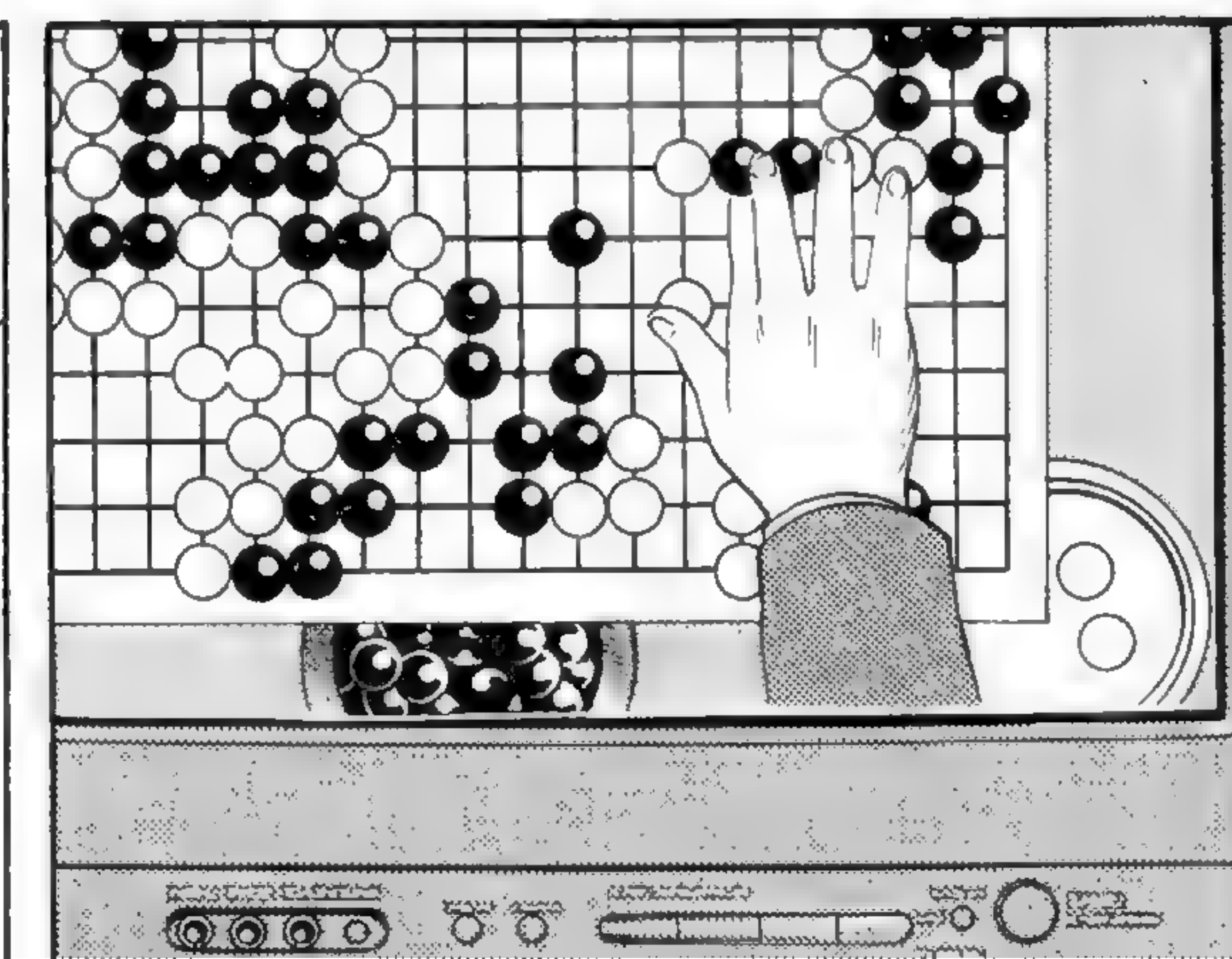


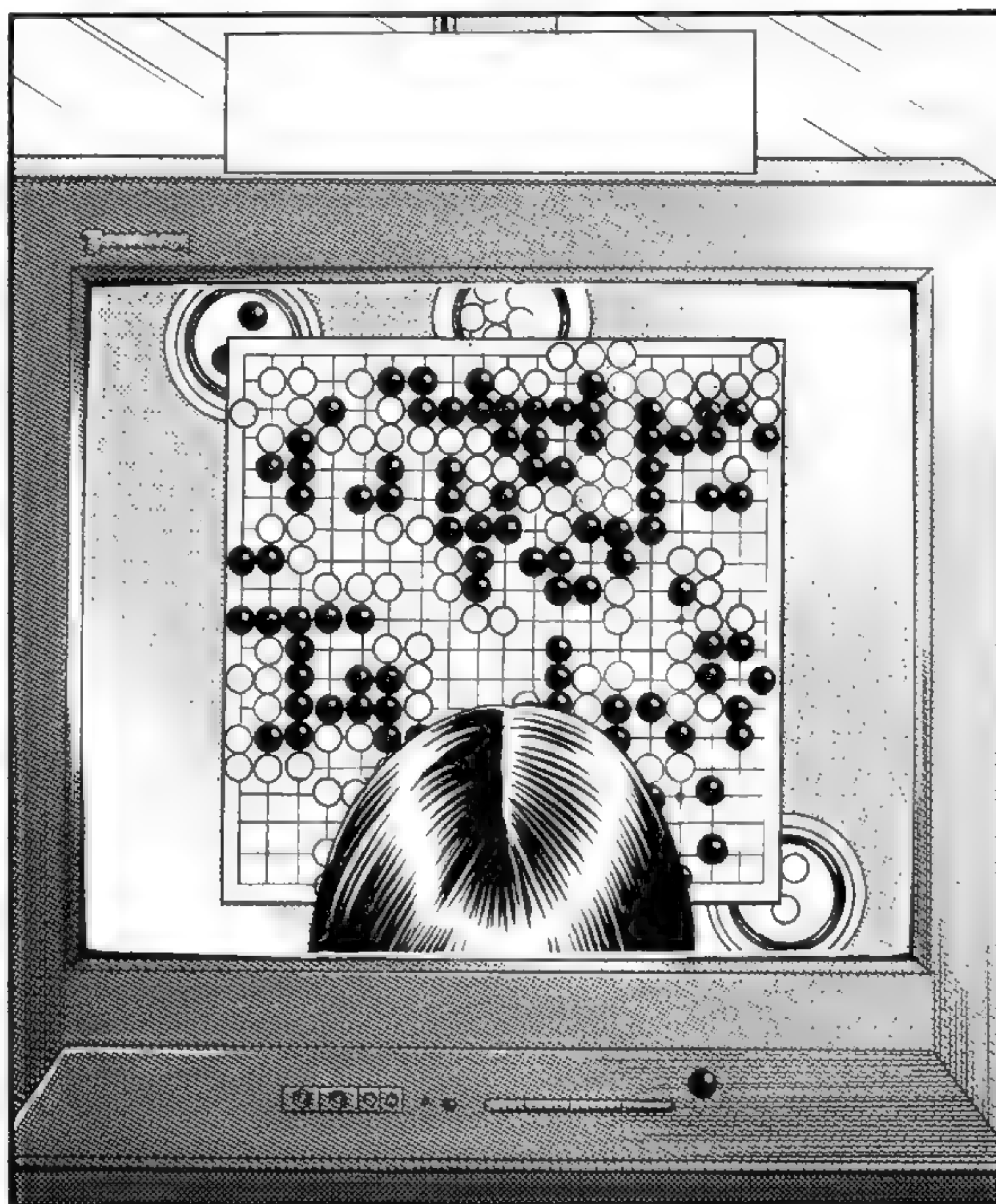
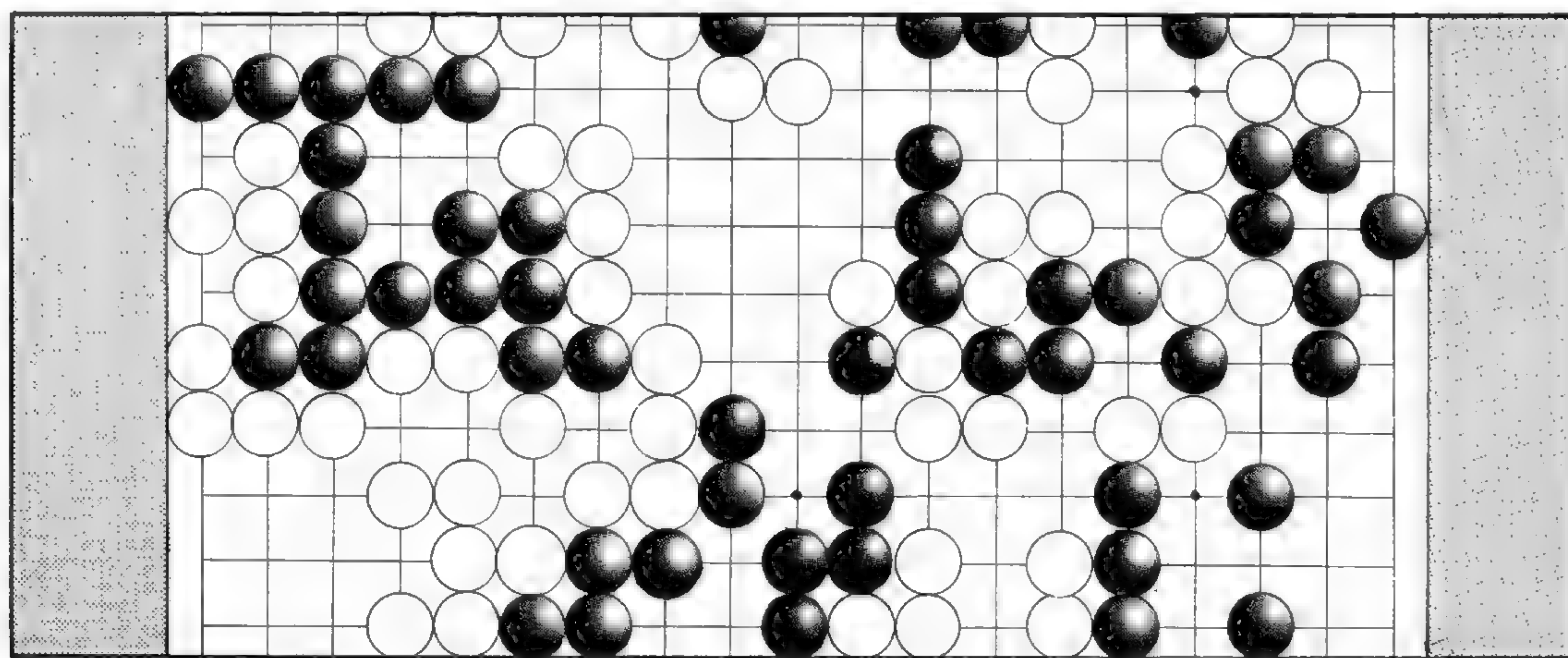
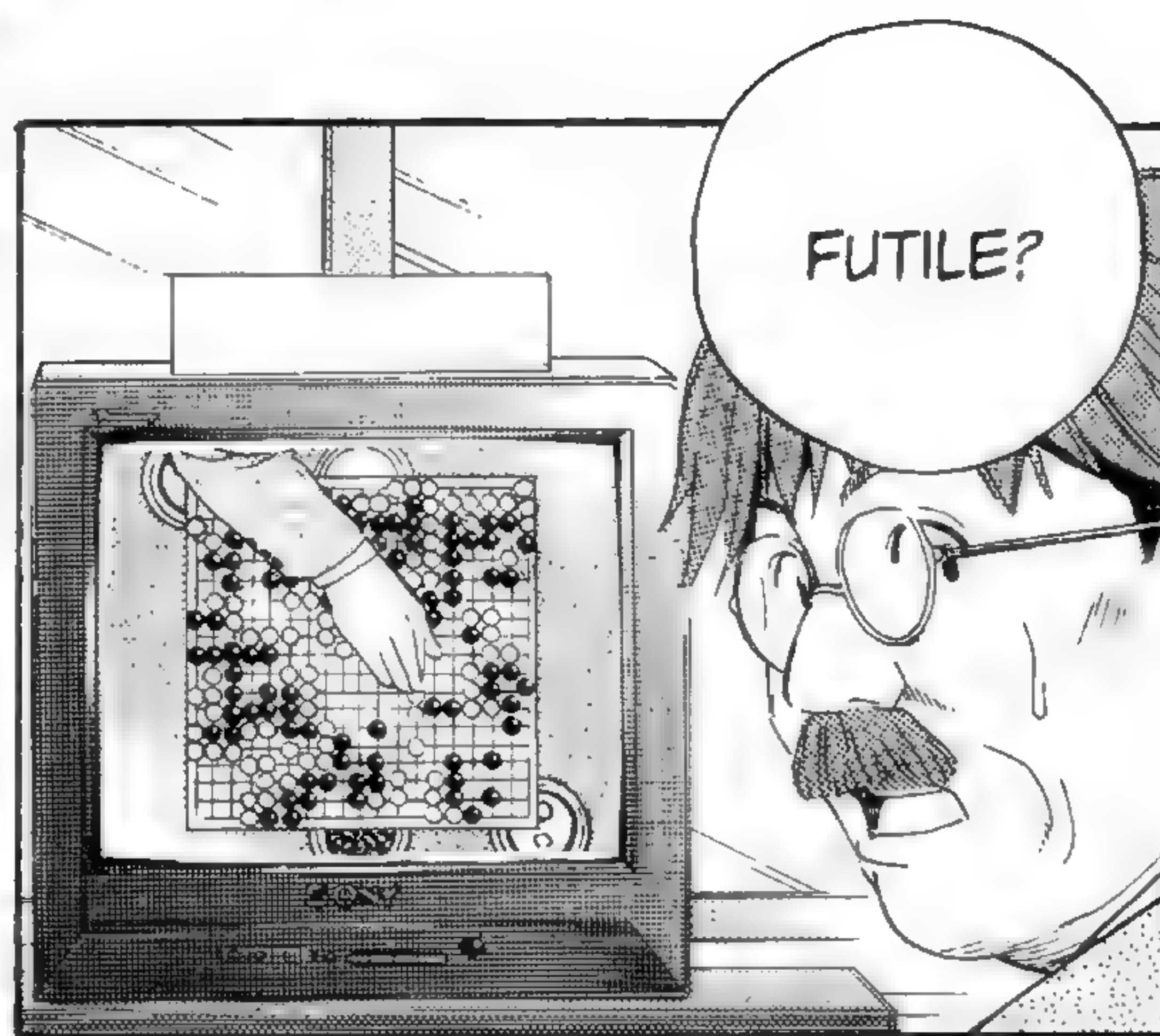


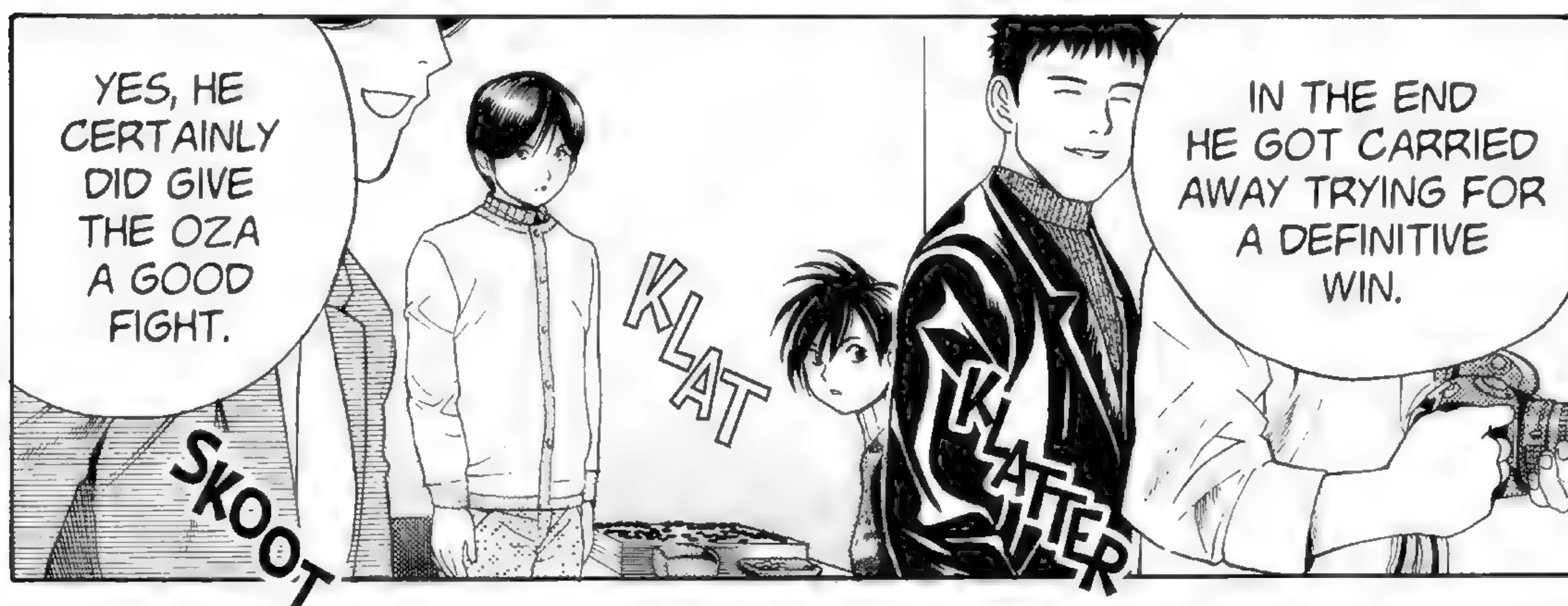
G A S P

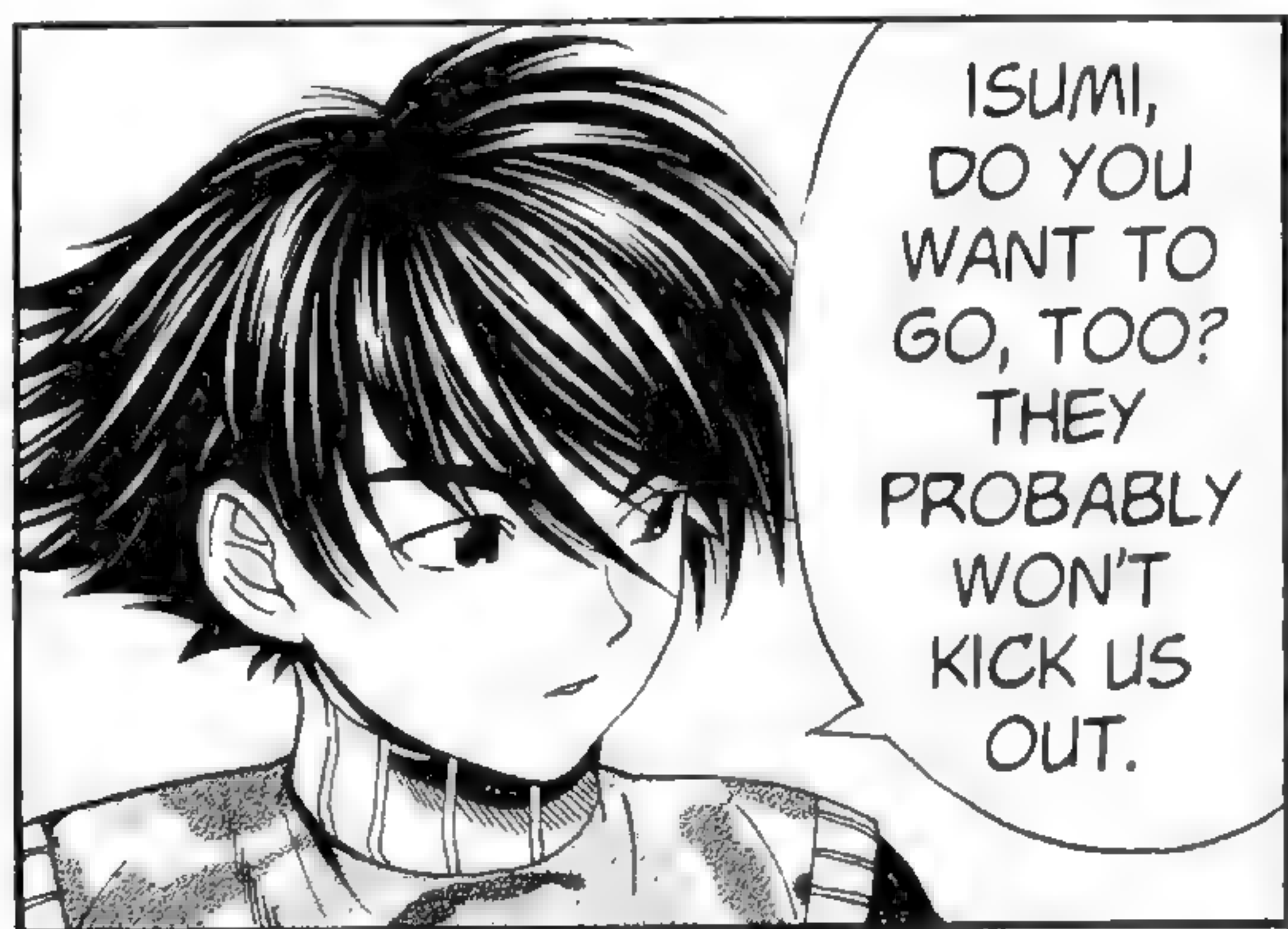
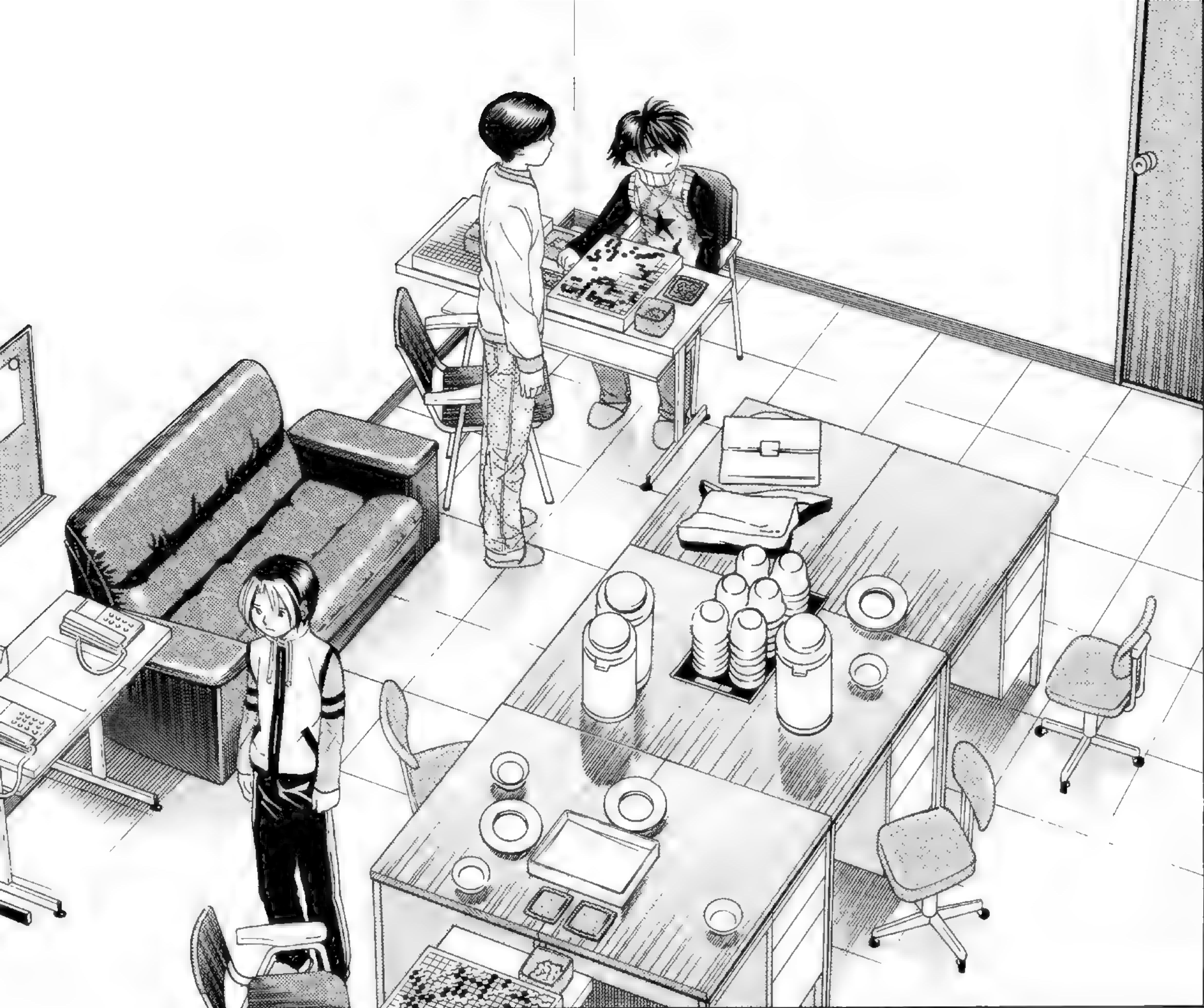


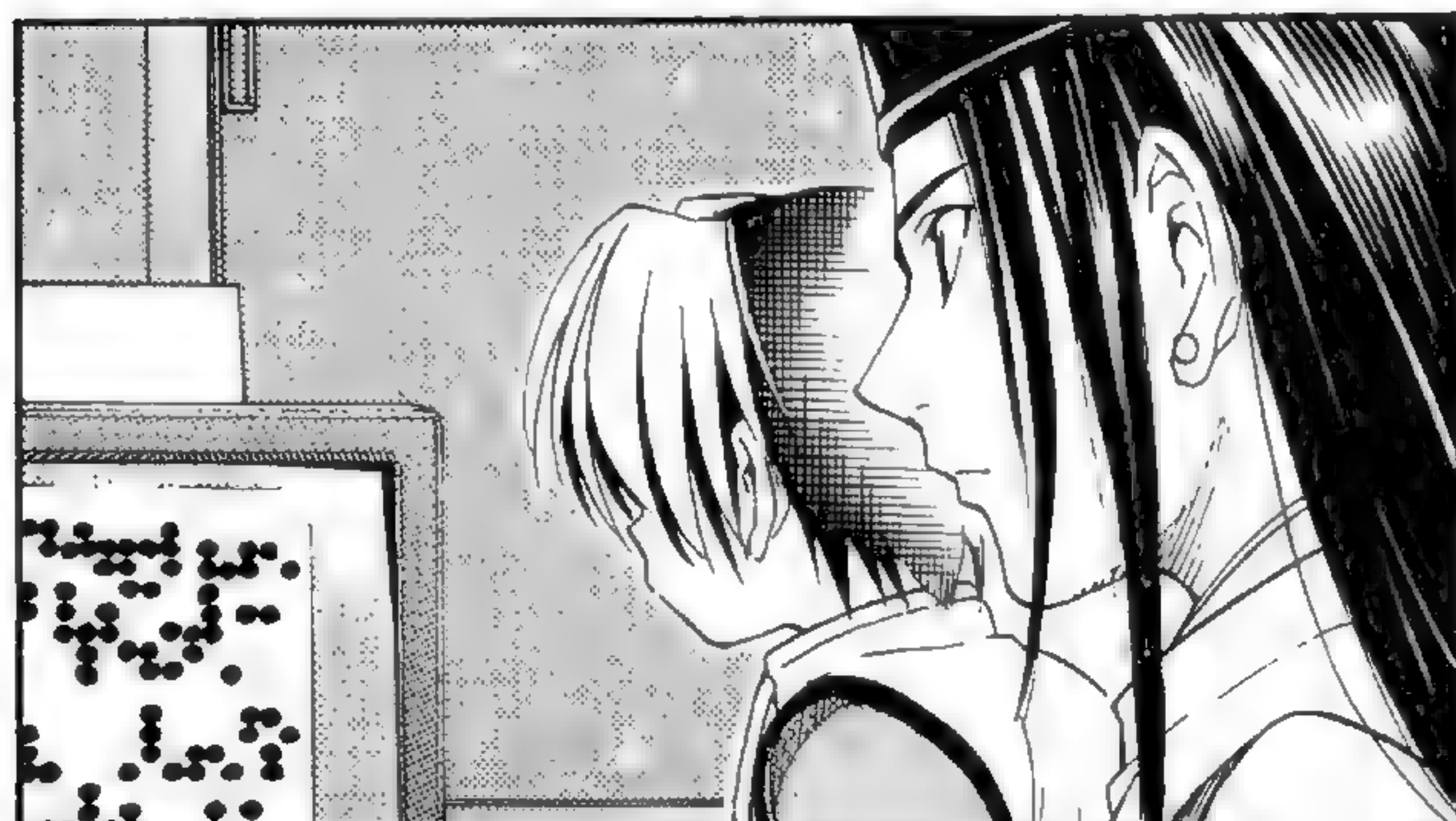


















HEH HEH...
IT'S ALL
BECAUSE
OF AKIRA.

But
you have
come a
long way,
Hikaru.



And then
when he
actually did
play you, he
was so dis-
appointed
...

THAT
WAS
EVEN
MORE
FRUS-
TRATING.



HE
SURE IS
SOMEONE
WORTH
CHASING
AFTER.

AND HE
JUST
KEEPS
MOVING
FOR-
WARD.



IF I
KEEP AT IT,
MAYBE I
CAN EVEN
BE THE
NEXT MEIJIN.





...I get
the
feeling
that...

Indeed,
when I
think about
Hikaru's
remarkable
progress...



... the gods
sent Akira
Toya
to help
Hikaru
grow.

GO BURN



NOSTRADAMUS PREDICTED THAT, IN 1999, A "GREAT AND TERRIFYING LEADER" WOULD APPEAR, BUT ONE NEVER SHOWED UP. STILL, THAT DOESN'T MEAN WE CAN RELAX. EVEN NOW I FEEL ANXIOUS ABOUT IT.

—TAKESHI OBATA

THIS FOUR-PANEL MANGA ABOUT THE COMING OF THE YEAR 2000 WAS PUBLISHED IN E-JUMP, A SPECIAL COLLABORATIVE EFFORT BETWEEN WEEKLY SHONEN JUMP AND V JUMP (PUBLISHED DECEMBER 10, 1999).





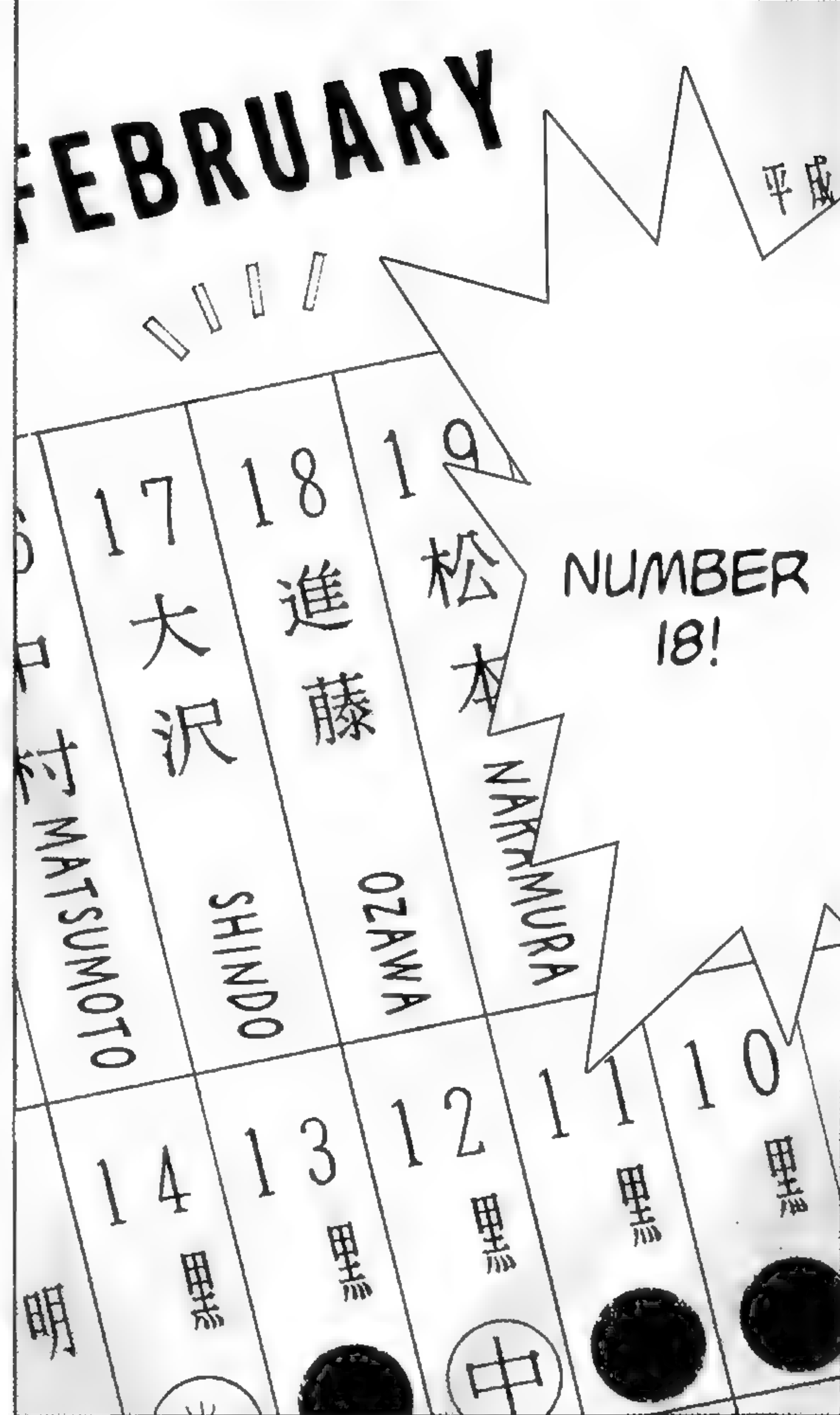
Good
job,
Hikaru!

NOT
BAD, CON-
SIDERING
I LOST 10
IN A ROW
WHEN I
STARTED.



TWO
WINS
AND
TWO
LOSSES,
HUH?

HOW'D
YOU DO
TODAY?



FEBRUARY

平成

NUMBER
18!



Hikaru is
just getting
used to
being an
insei!

YOU'RE
RANKED
WAY BEHIND
AT NUMBER 18,
AND YOU START
FEBRUARY WITH
ONLY TWO WINS
AND TWO
LOSSES?



I DON'T
THINK IT'LL
BE THAT
EASY...

Right,
Hikaru?

He'll catch
up to you
in no time,
Waya!

Game 51: "An Old Haunt"

Game 51

"An Old Haunt"







WHAT
DO YOU
MEAN?



SO, WHAT
ARE YOU
DOING EVERY
DAY TO
STUDY GO?

WHAT
ABOUT
YOU,
WAYA?



I'M A STUDENT
OF MORISHITA
9 DAN. I GO TO
HIS HOUSE AFTER
SCHOOL AND
REVIEW GAMES
WITH HIM.

I MEAN, WE
ONLY COME HERE
ON SUNDAYS AND THE
SECOND SATURDAY
OF EACH MONTH. HOW
YOU STUDY THE REST
OF THE TIME CAN
MAKE ALL THE
DIFFERENCE.



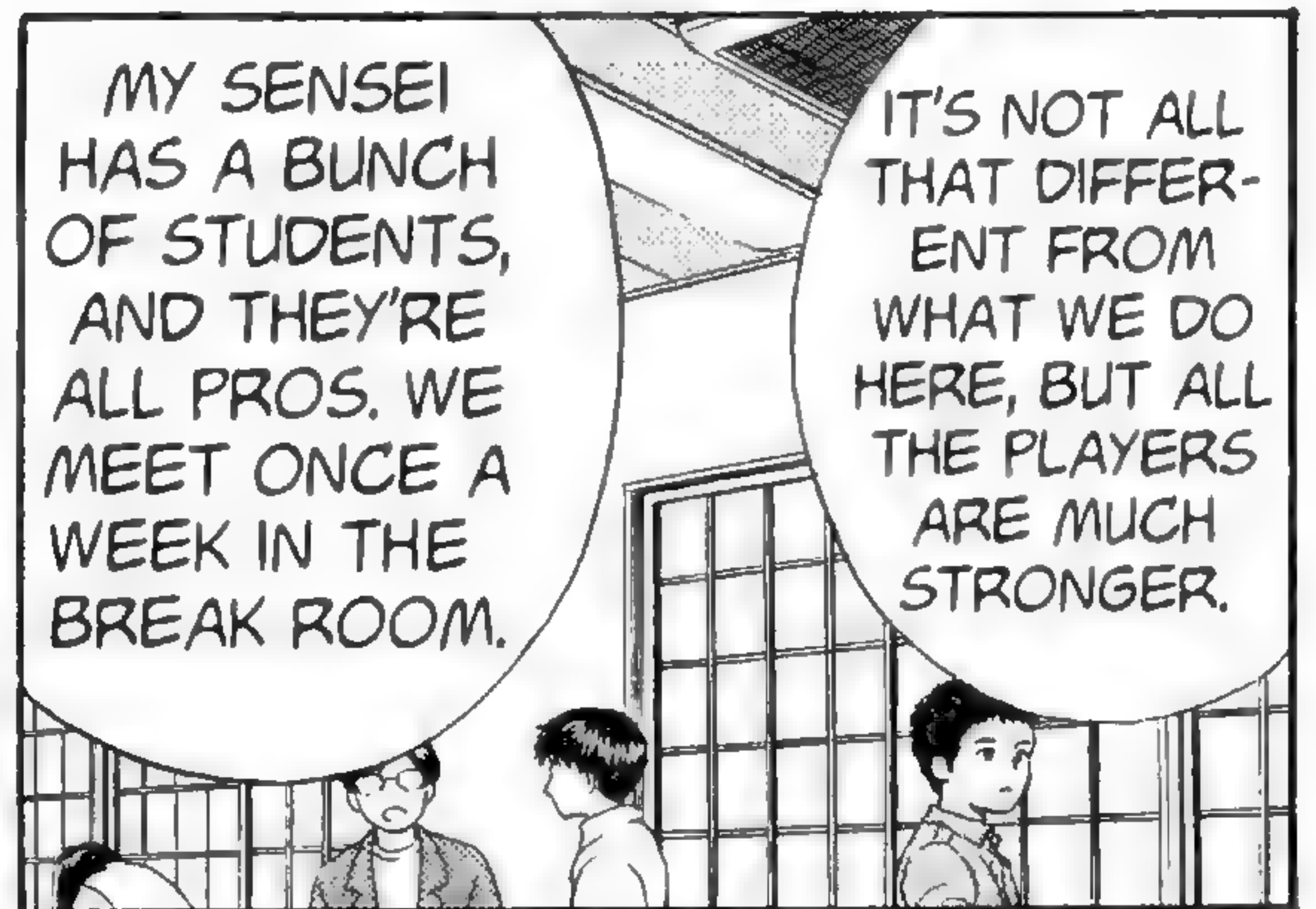
THE
LEVEL
OF PLAY
AT KYU-
SEIKAI
IS HIGH.

PROS
WHO WENT
TO KYUSEIKAI
GO BACK AND
GIVE TIPS
TO YOUNG
PLAYERS. THEY
ALSO KEEP UP
THEIR OWN
GO STUDIES
THERE.

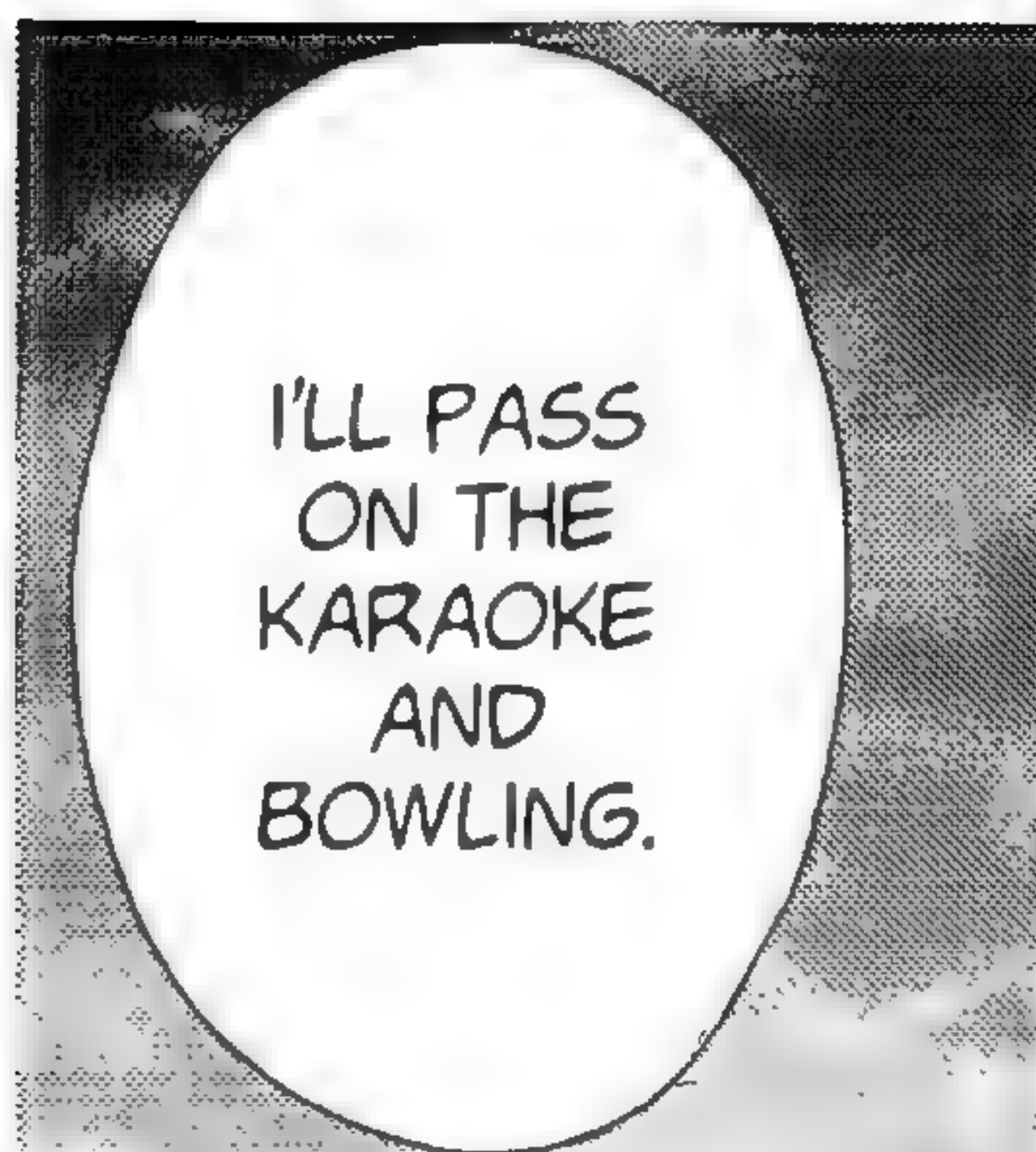
A
BUNCH
OF
INSEI
GO
THERE.

ISUMI
GOES
TO A GO
CRAM
SCHOOL
CALLED
KYUSEIKAI.









KYAA

And how about
bowling after?!

KYAA

Let's ask Isumi
to come!



I'll go phone
my folks.



EVERY
ONCE
IN A
WHILE...

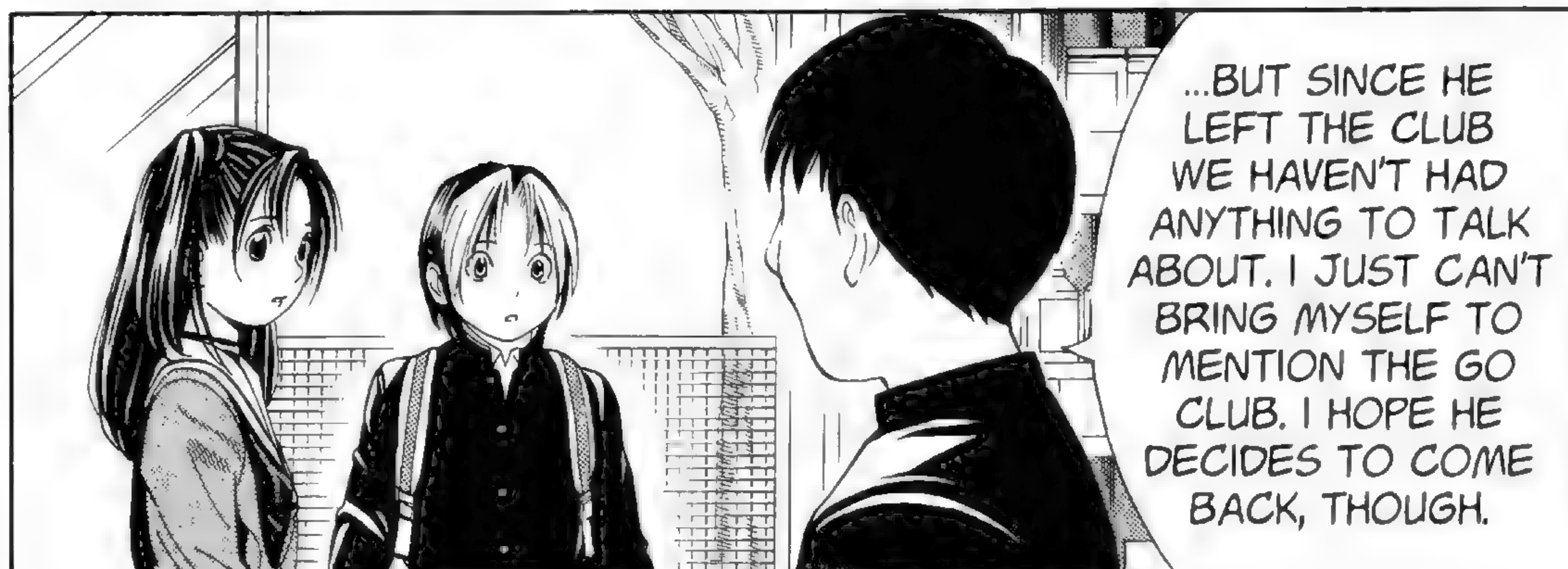


...I FEEL
LIKE
GOING
BACK TO
THE GO
CLUB...

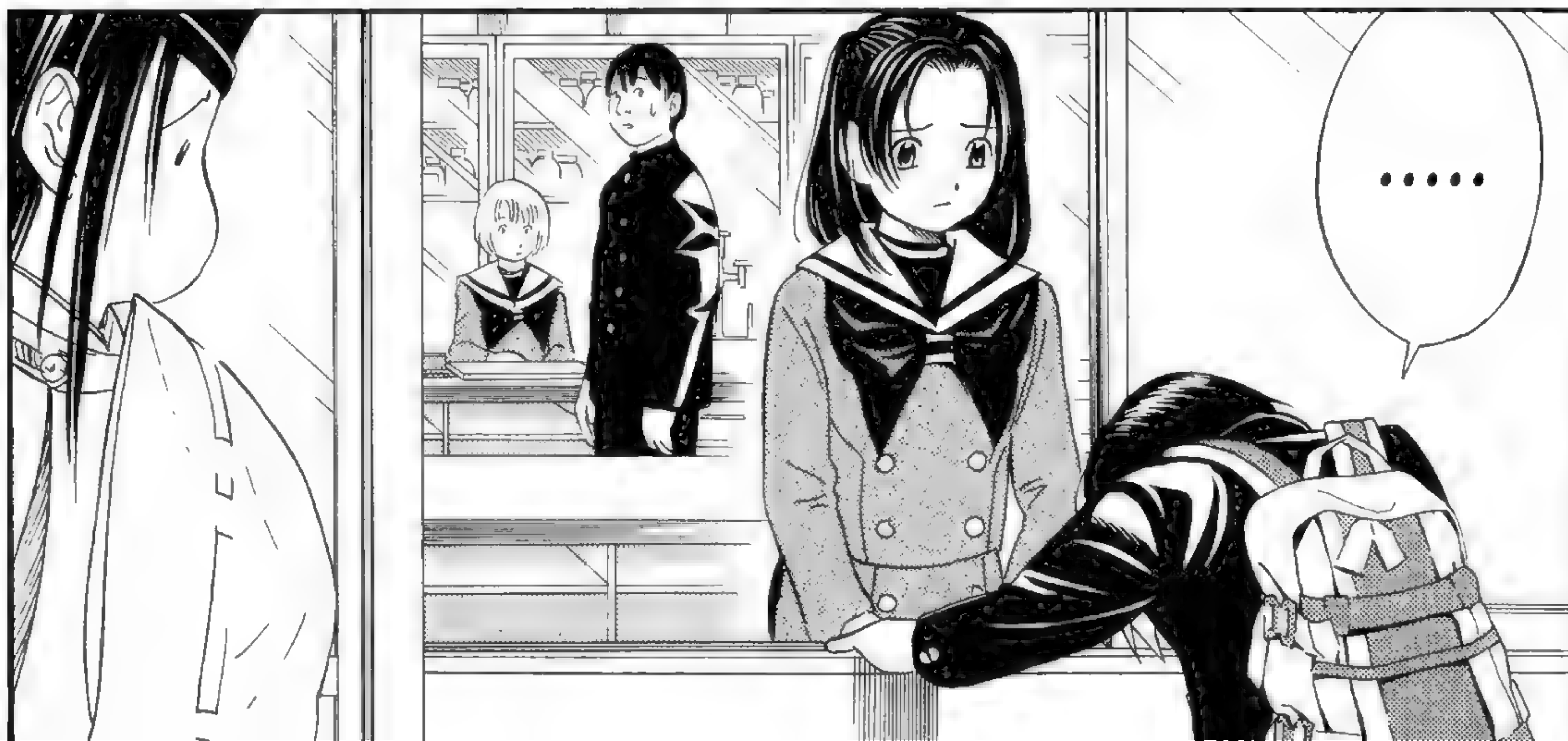




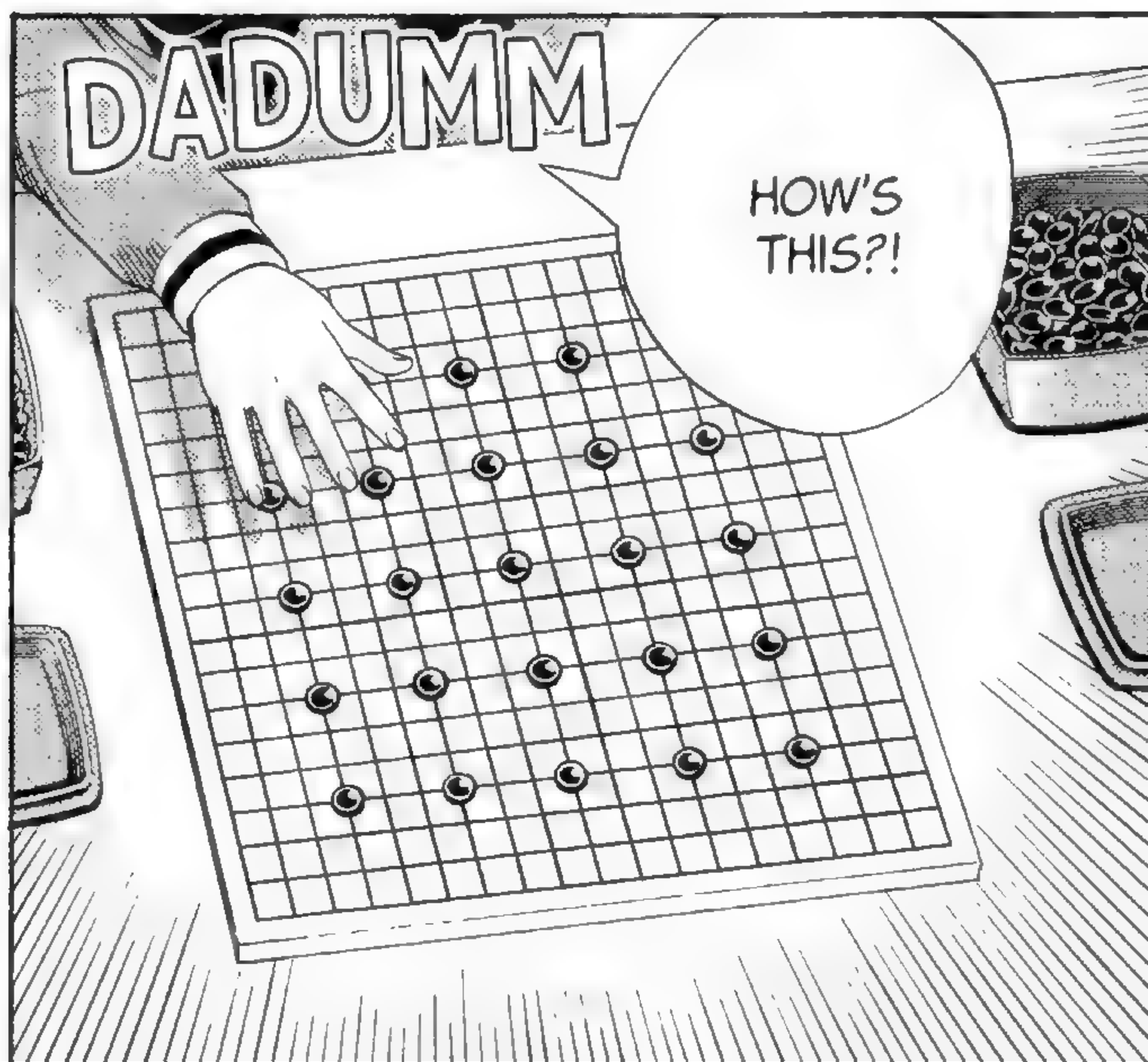
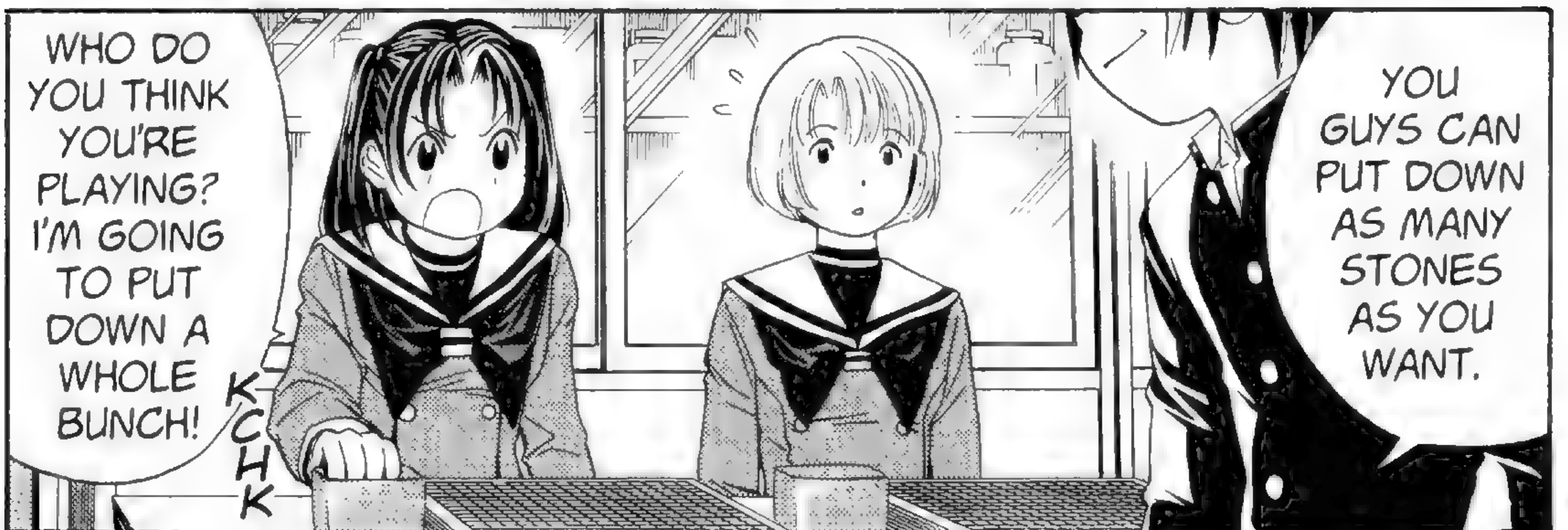
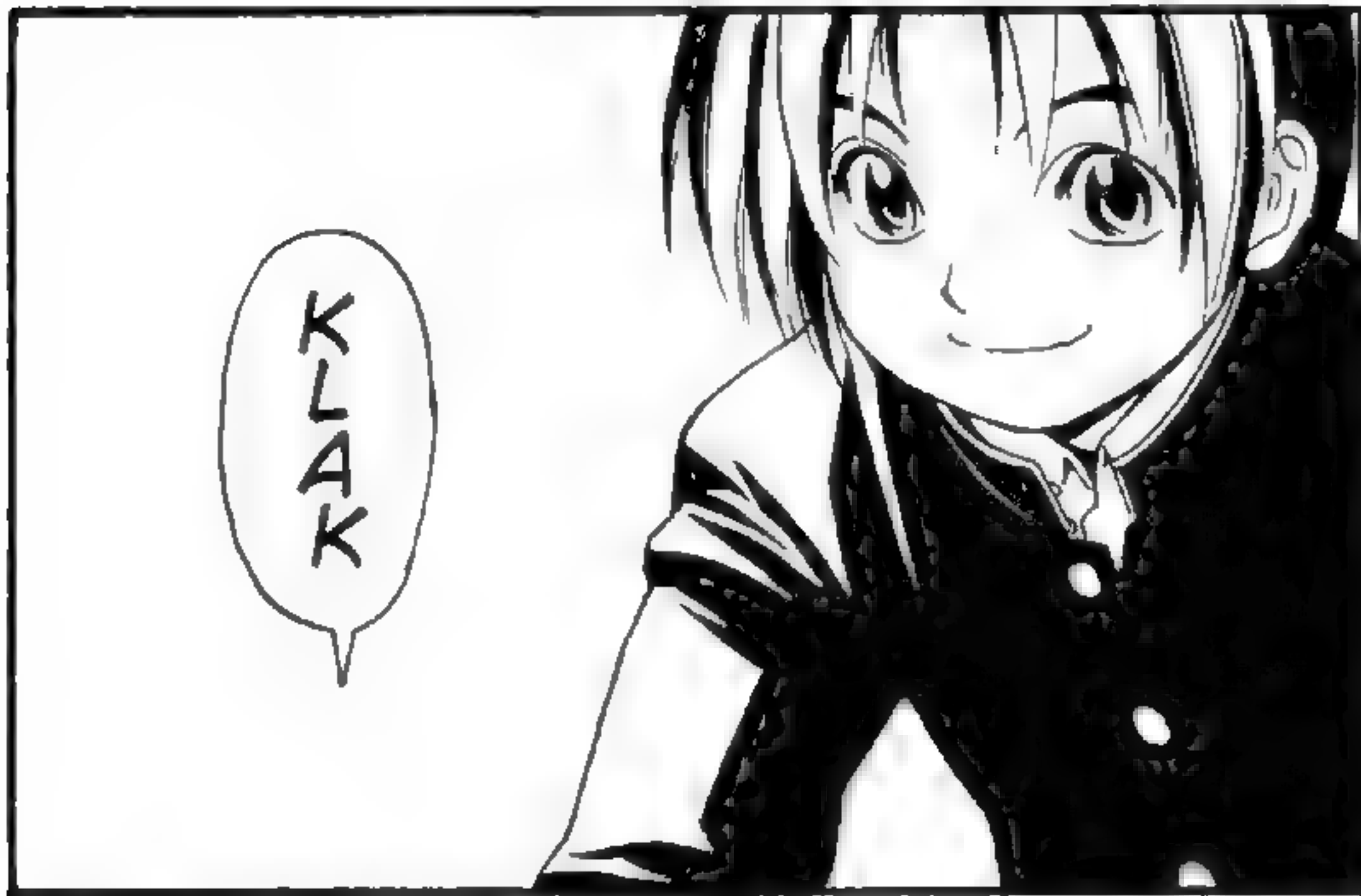


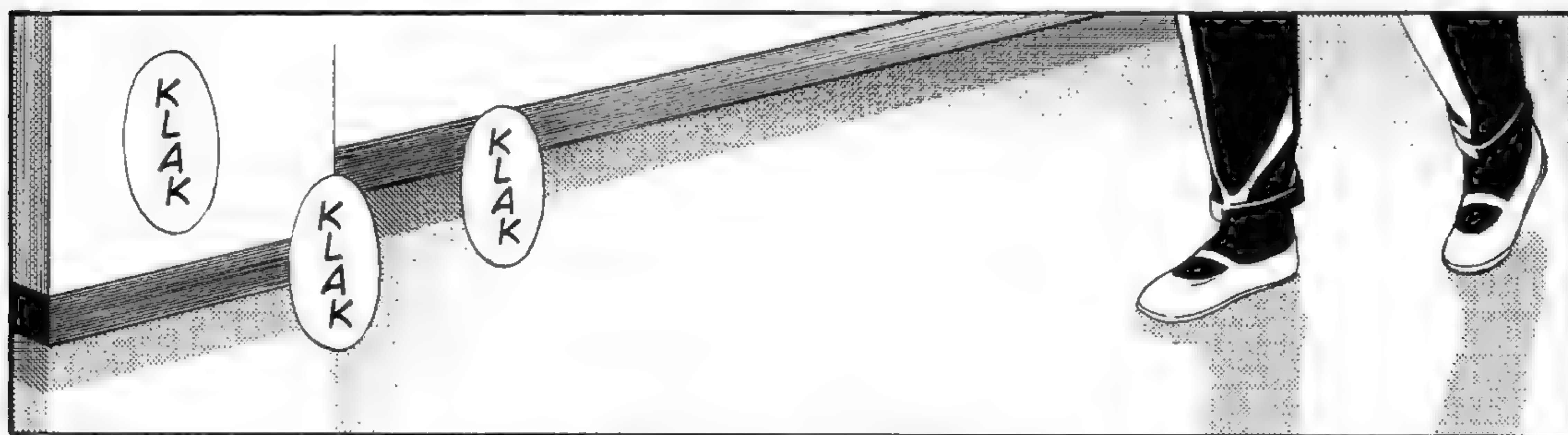
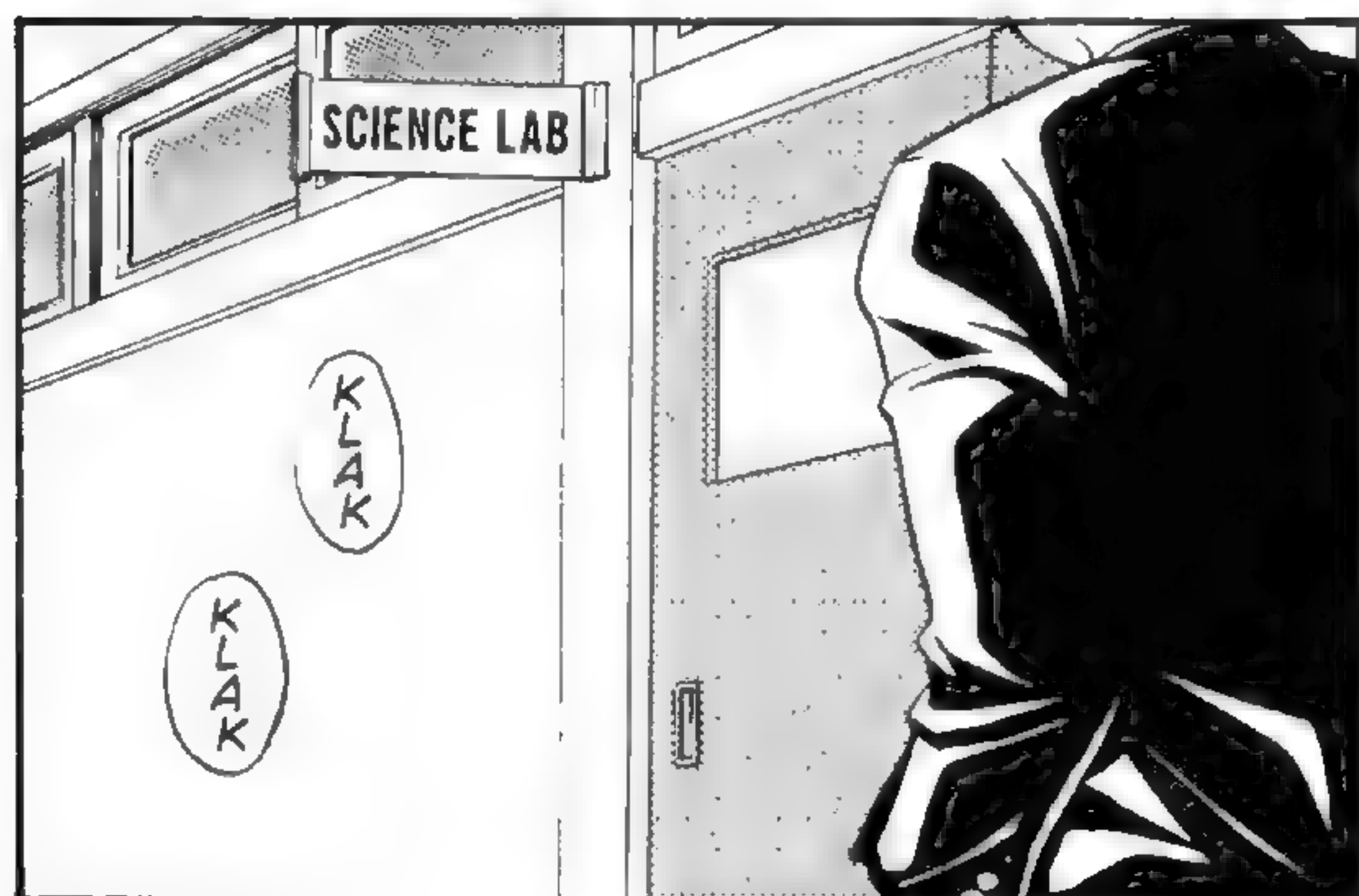


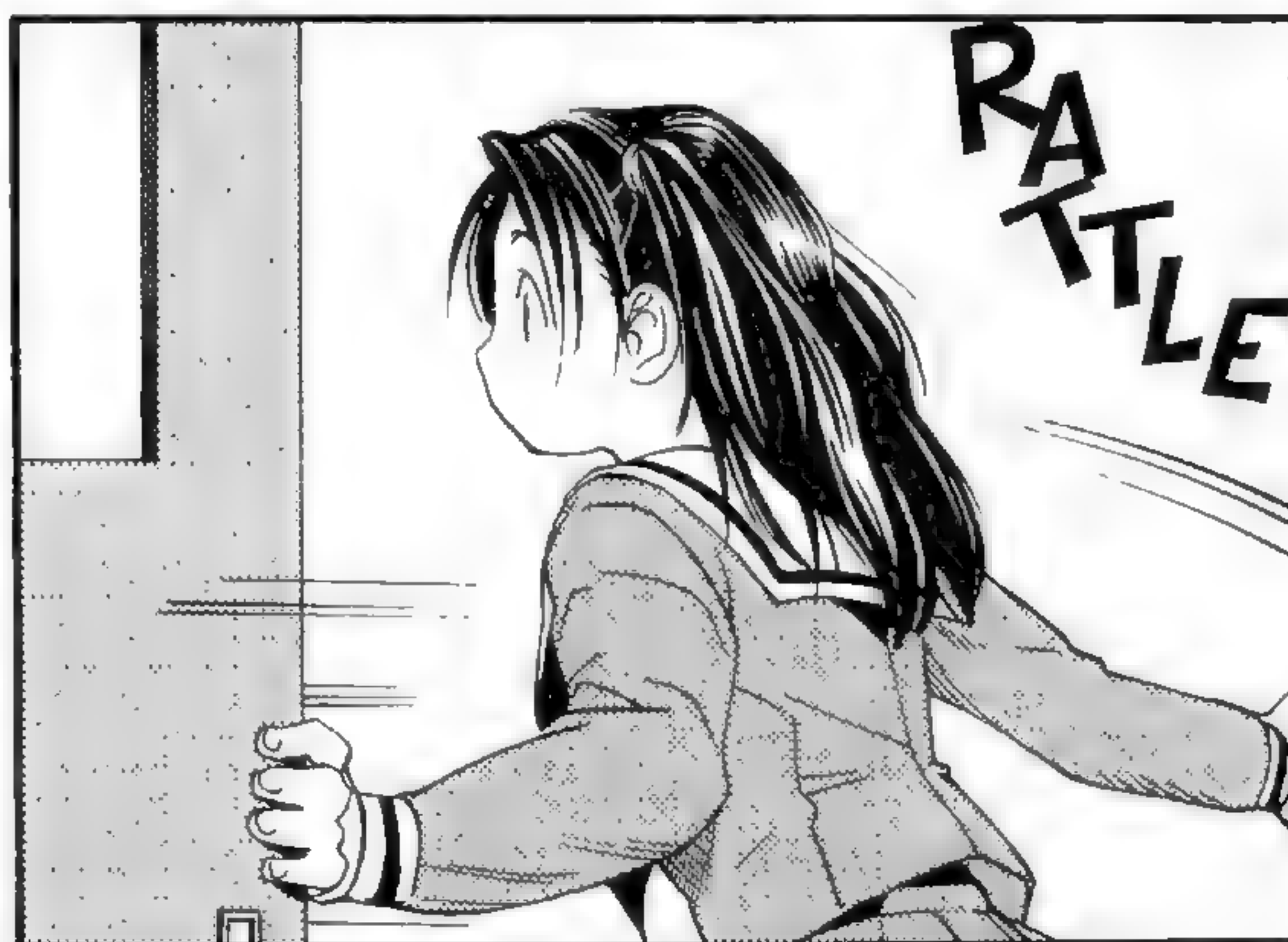




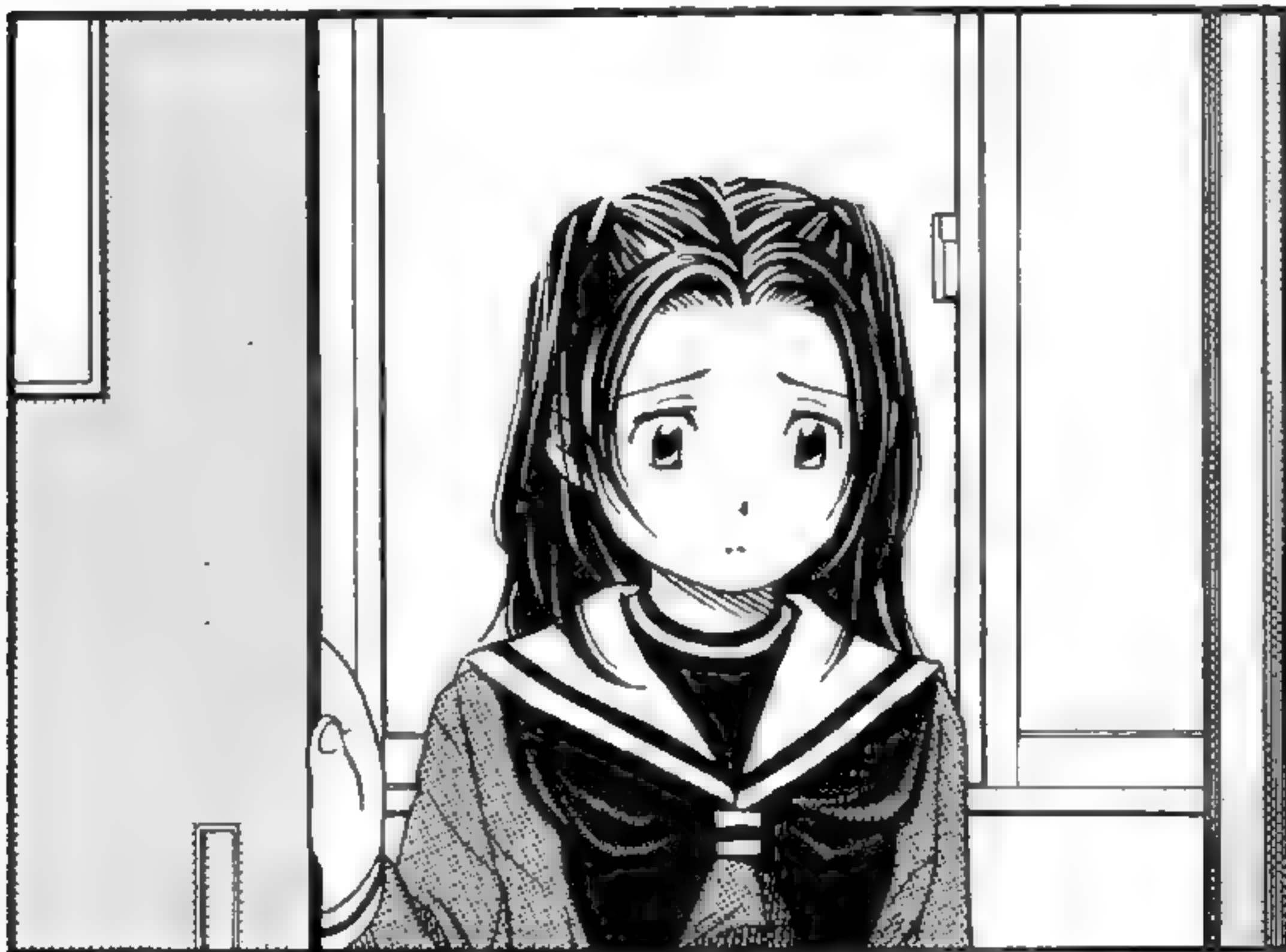
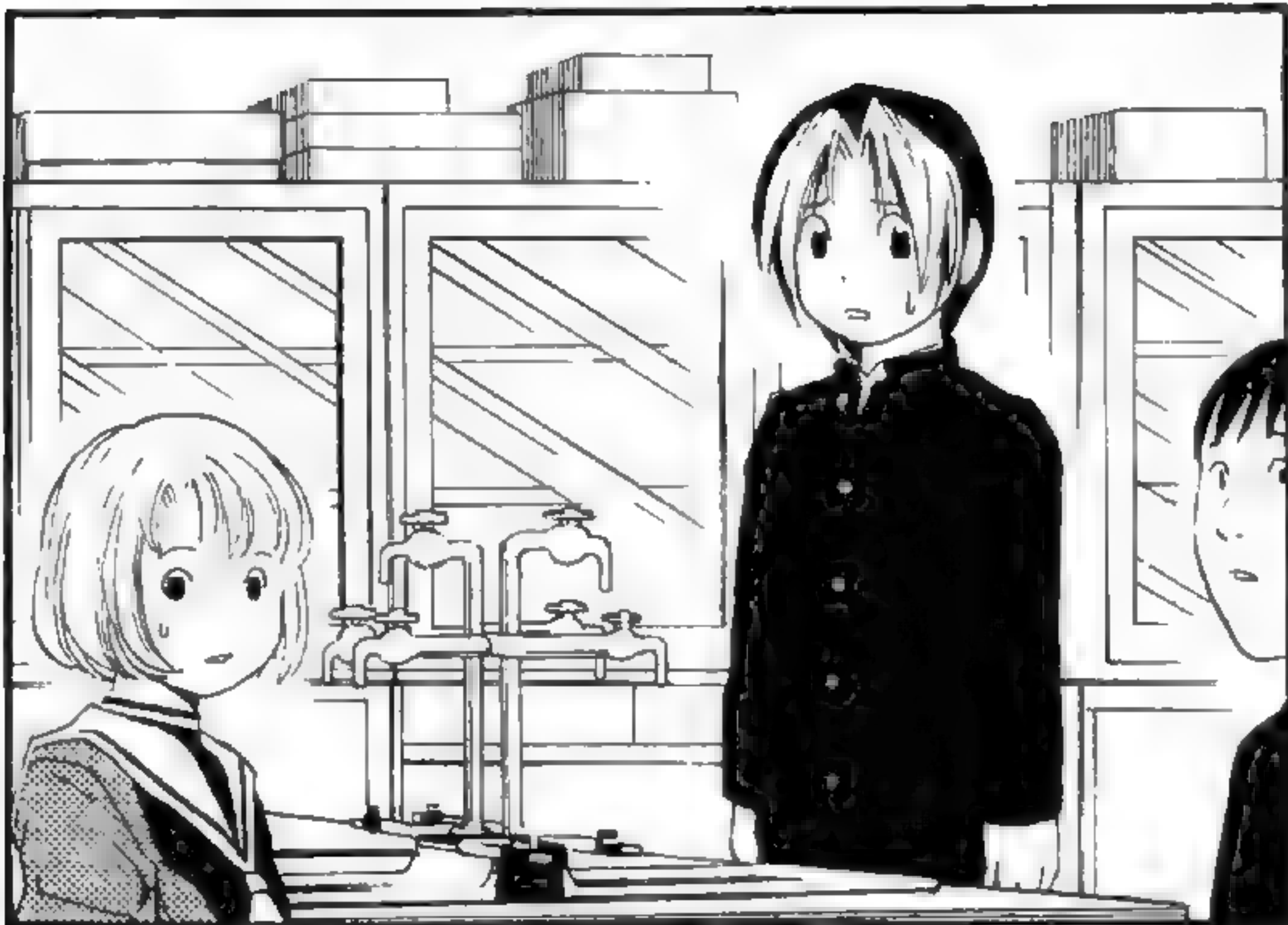




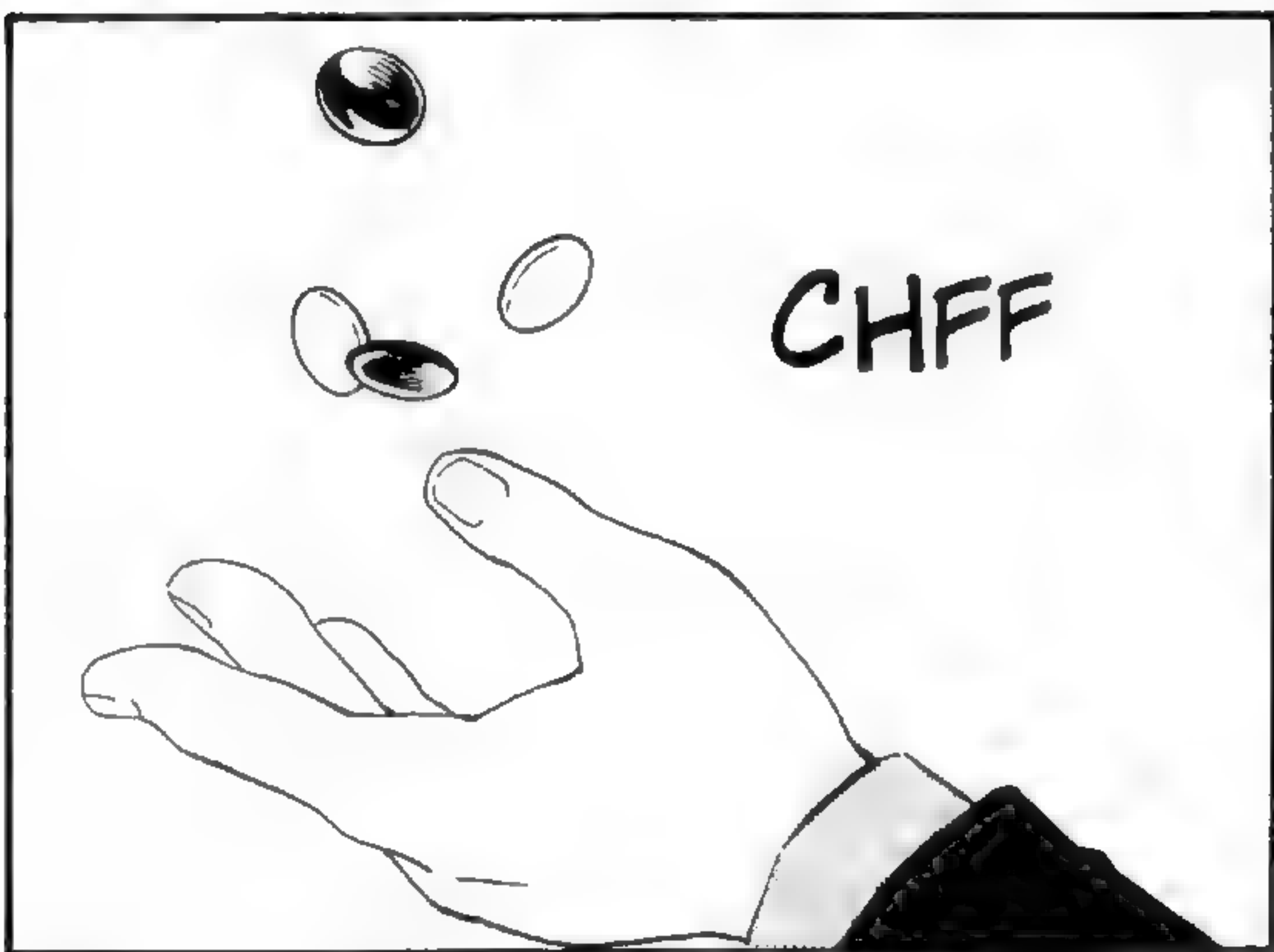












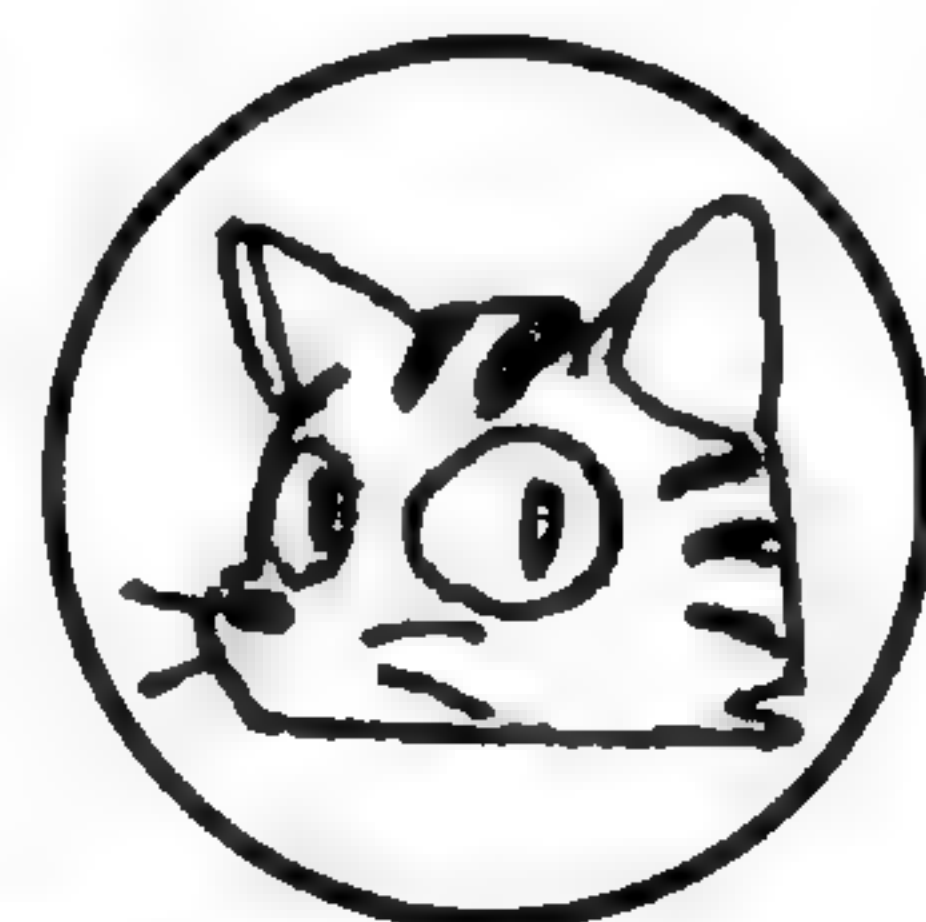



A WORD ABOUT HIKARU NO GO

THE KANSAI GO ASSOCIATION



IT HASN'T BEEN MENTIONED YET, BUT IN ADDITION TO THE JAPAN GO ASSOCIATION (NIHON KI-IN) THERE'S ALSO THE KANSAI GO ASSOCIATION (KANSAI KI-IN). THEY ARE RUN AS SEPARATE ORGANIZATIONS, BUT MEMBERS OF BOTH COMPETE IN TITLE MATCHES SUCH AS THE MEIJIN AND HON'INBO TITLES. SO THE 500 PEOPLE MENTIONED ABOVE COUNT ALL OF THE PROS IN JAPAN, NOT JUST THE PROS IN THE JAPAN GO ASSOCIATION.





The great
lord Oda
Nobunaga*
has tired
of drink
and song.

Honnoji
Temple,
the first
day of June
in the year
1582...

He has called
upon two Go
masters to
play a game
in his
presence.

*Oda Nobunaga was a famed warlord during
Japan's Warring States period (1467-1567).
One of the great heroes of Japan, he was
assassinated at Honnoji Temple in 1582.

I'M NOT
GIVING UP
THE LEAD TO
THE SHOGI
CLUB!

I GOT
THE LEAD
ROLE! YOU
GUYS BETTER
TAKE THIS
SERIOUSLY!

'Sup?!

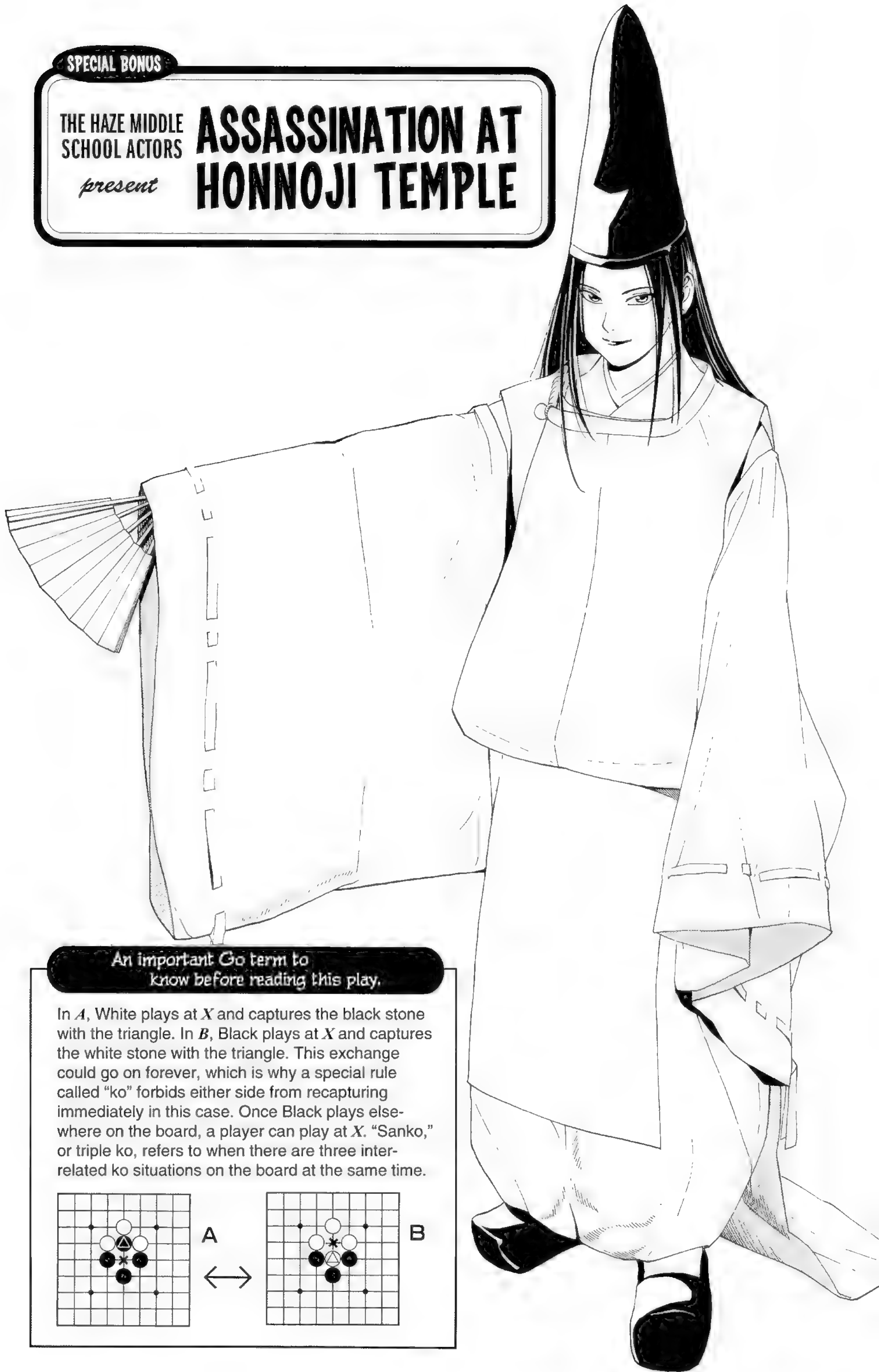
Special Bonus: the Haze Middle School Actors present
Assassination at Honnoji Temple

SPECIAL BONUS

THE HAZE MIDDLE
SCHOOL ACTORS

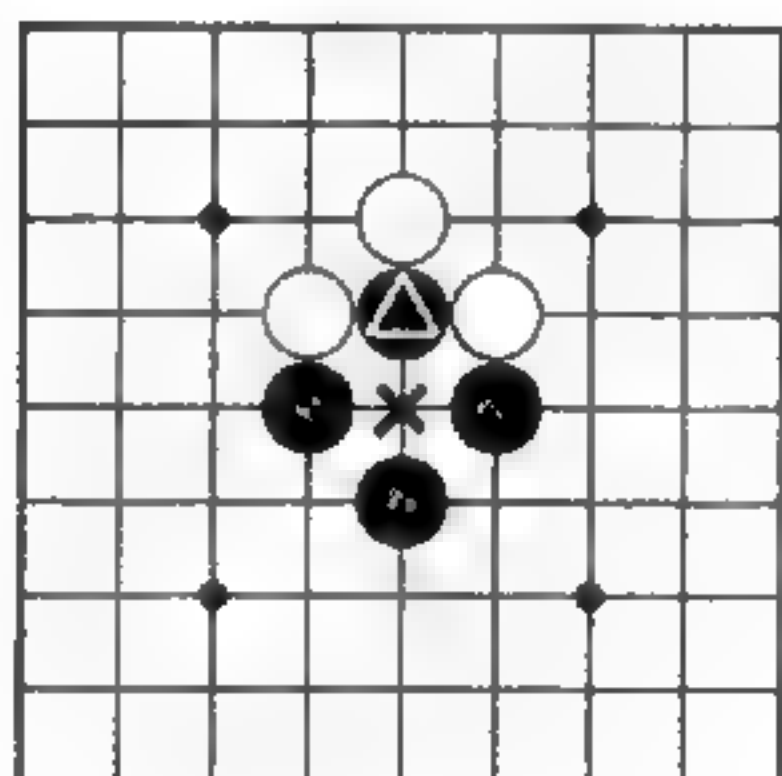
present

ASSASSINATION AT HONNOJI TEMPLE

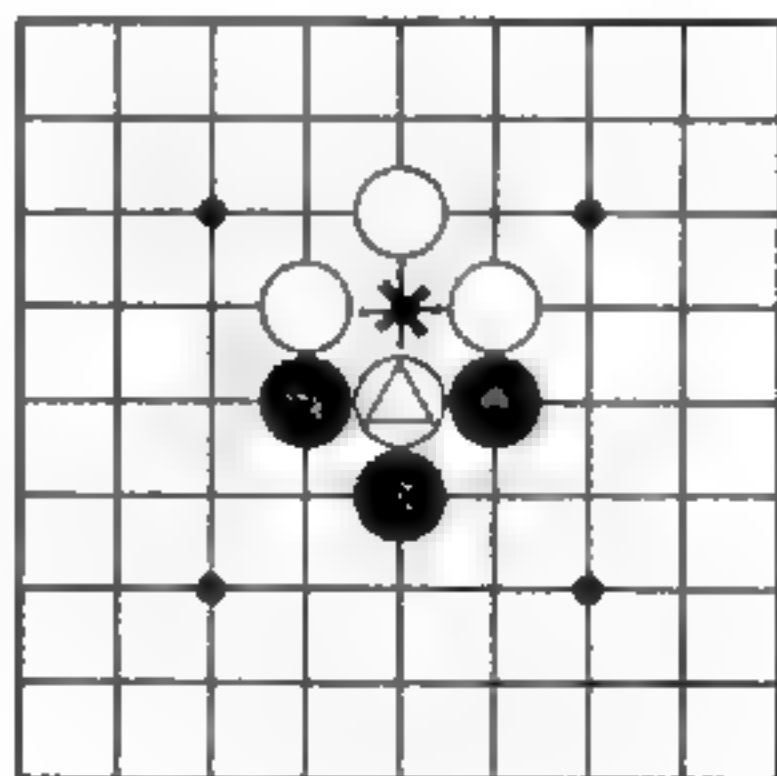


An important Go term to
know before reading this play.

In *A*, White plays at *X* and captures the black stone with the triangle. In *B*, Black plays at *X* and captures the white stone with the triangle. This exchange could go on forever, which is why a special rule called “ko” forbids either side from recapturing immediately in this case. Once Black plays elsewhere on the board, a player can play at *X*. “Sanko,” or triple ko, refers to when there are three inter-related ko situations on the board at the same time.



A



B





NIKKAI
HON'INBO
SANSA OF
JAKKOJI
TEMPLE
(PLAYED BY
KIMIHIRO
TSUTSUI)



KASHIO
RIGEN OF
HONNOJI
TEMPLE
(PLAYED
BY HIKARU
SHINDO)

SUCH
REVELRY...

THEY'RE
STILL
CAR-
RYING
ON...

THEY'RE
STILL...

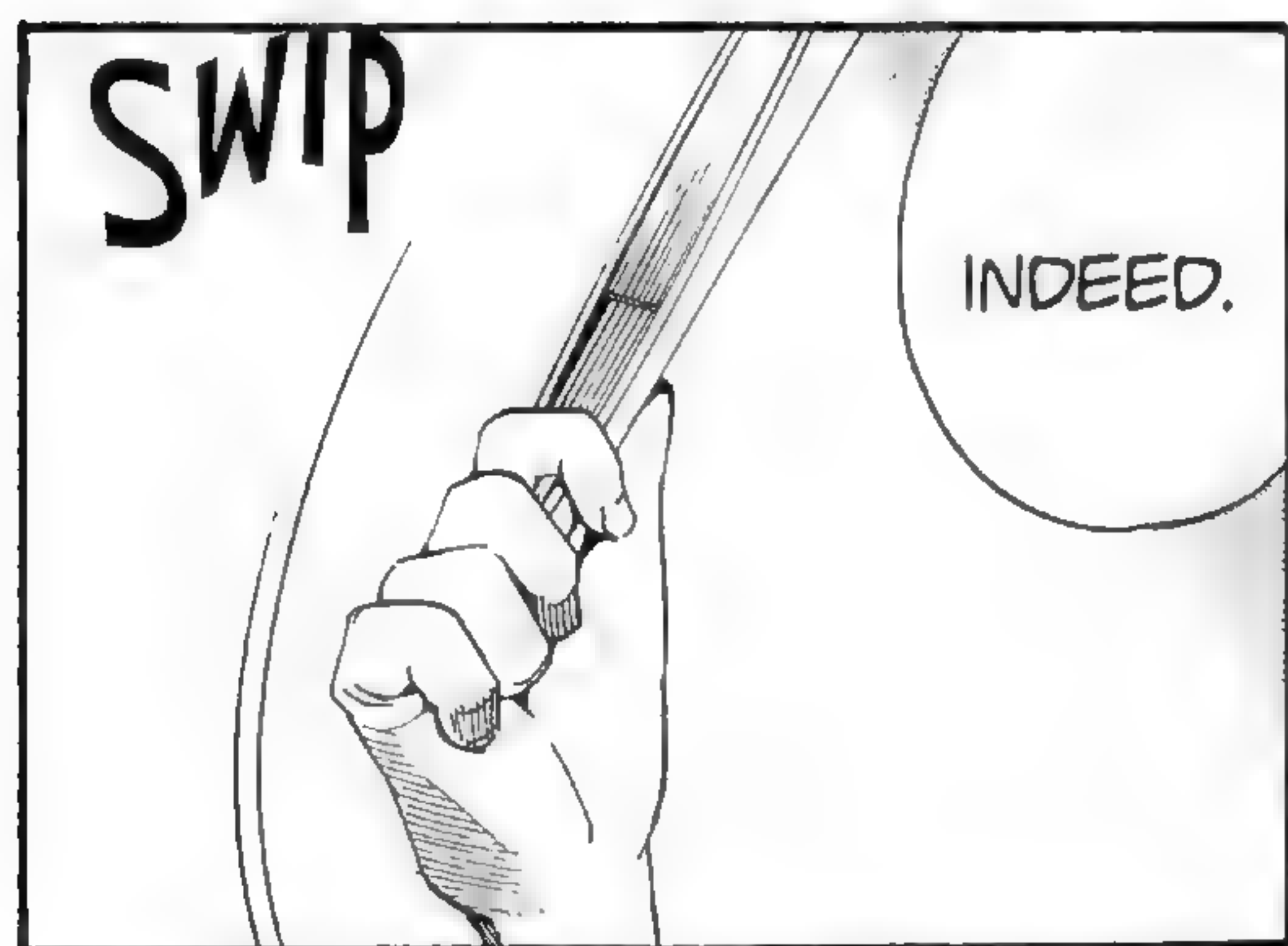
HA HA HA!
WE NEED MORE
DRINKS HERE!

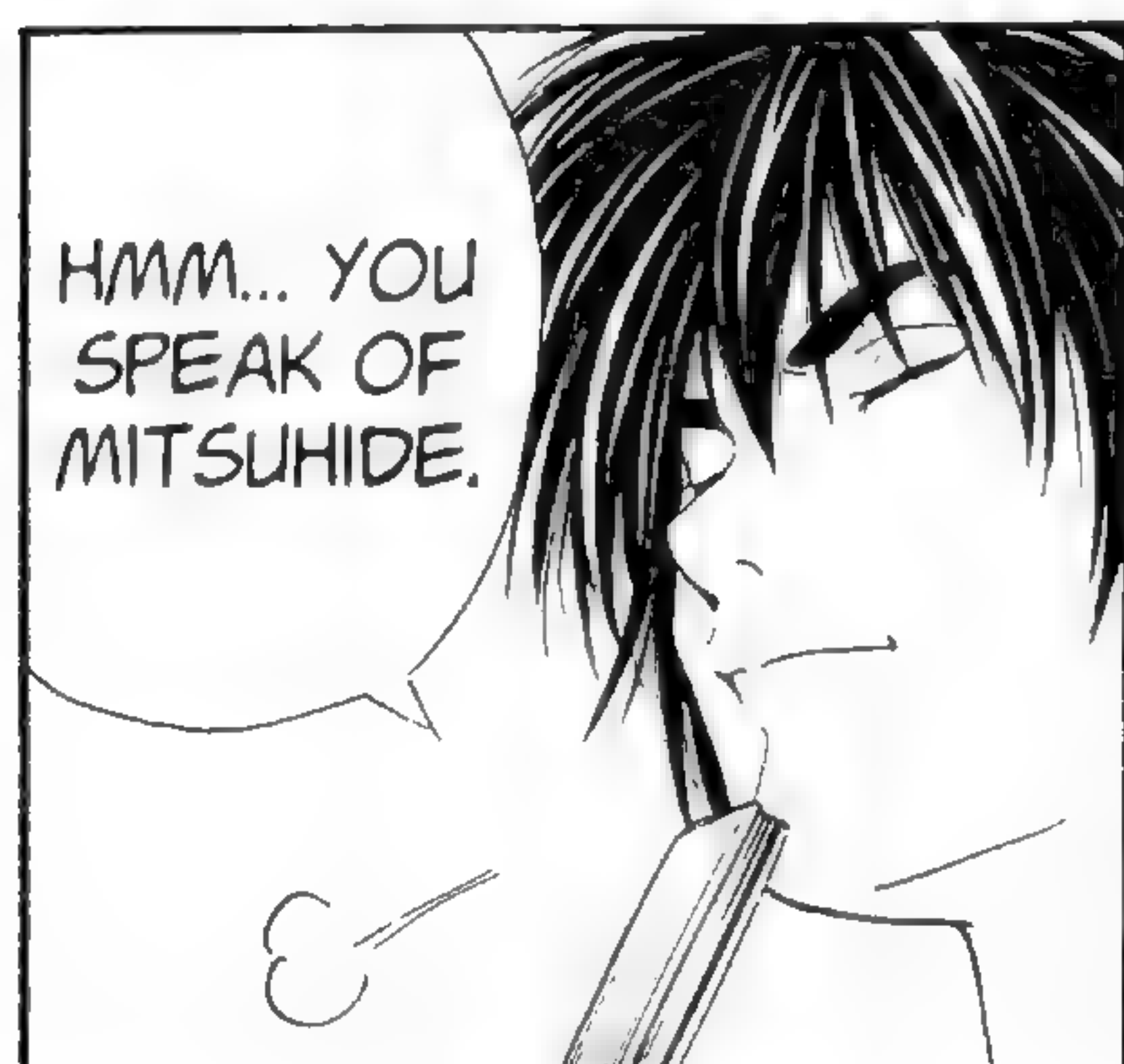
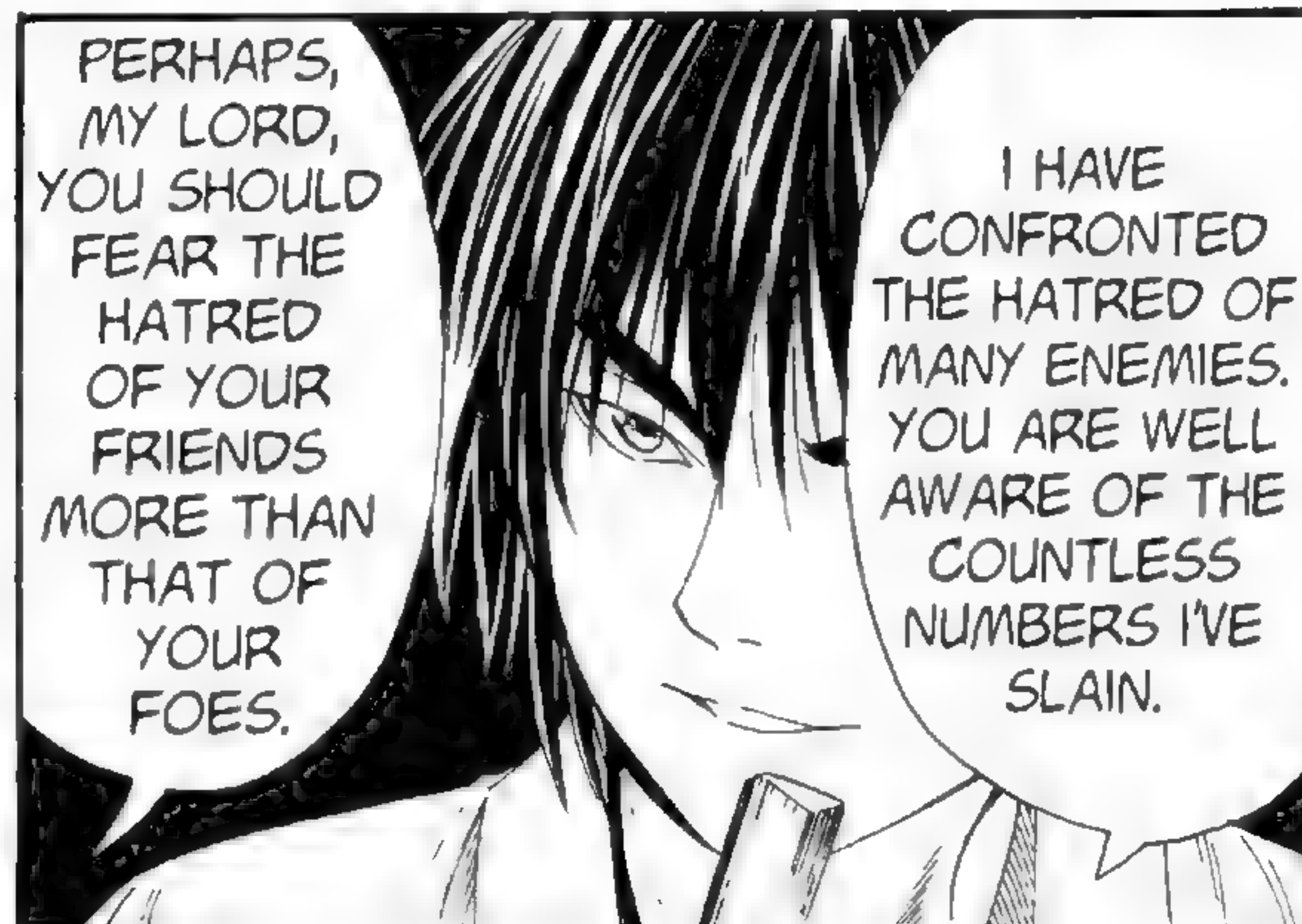
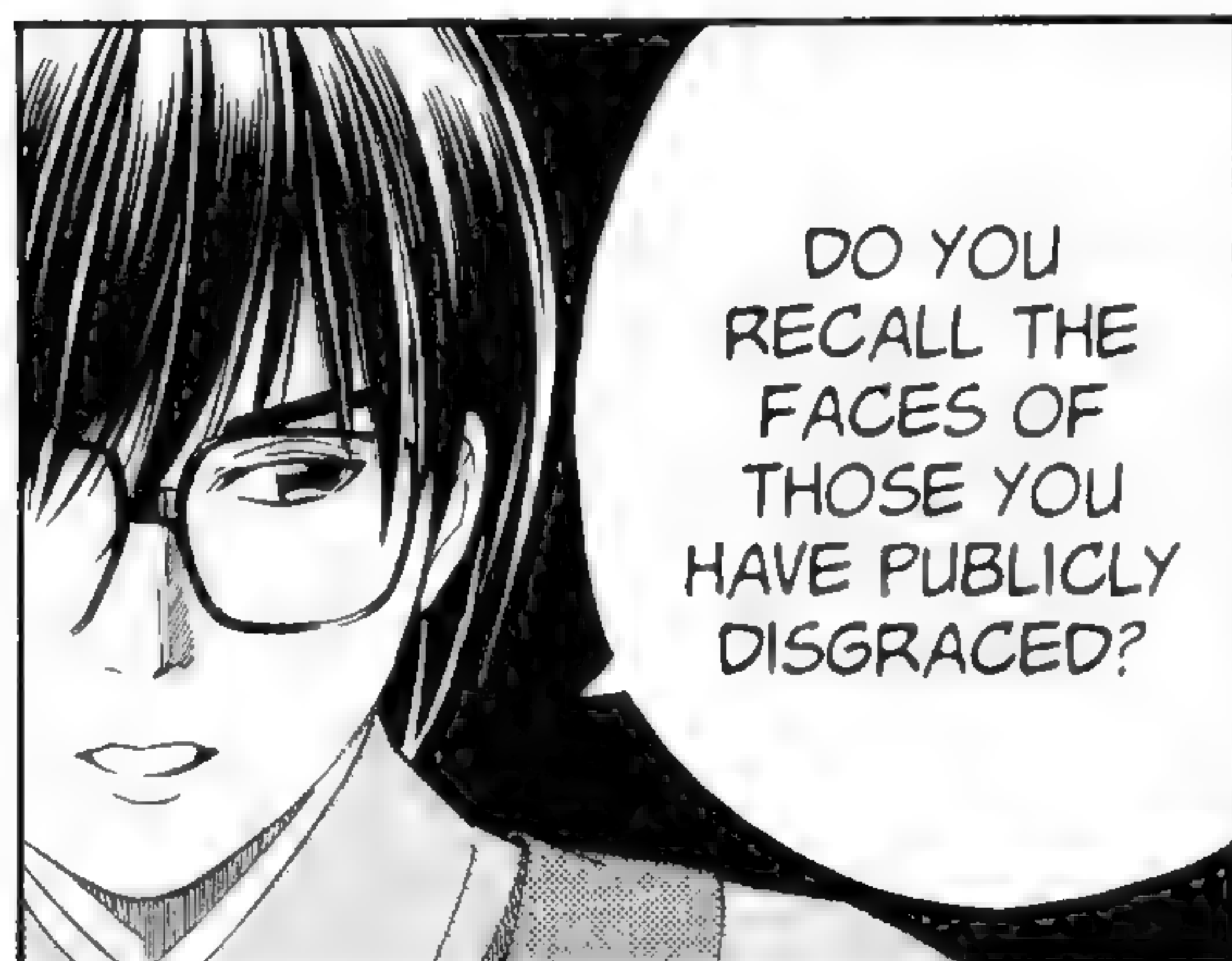
HAH HA!



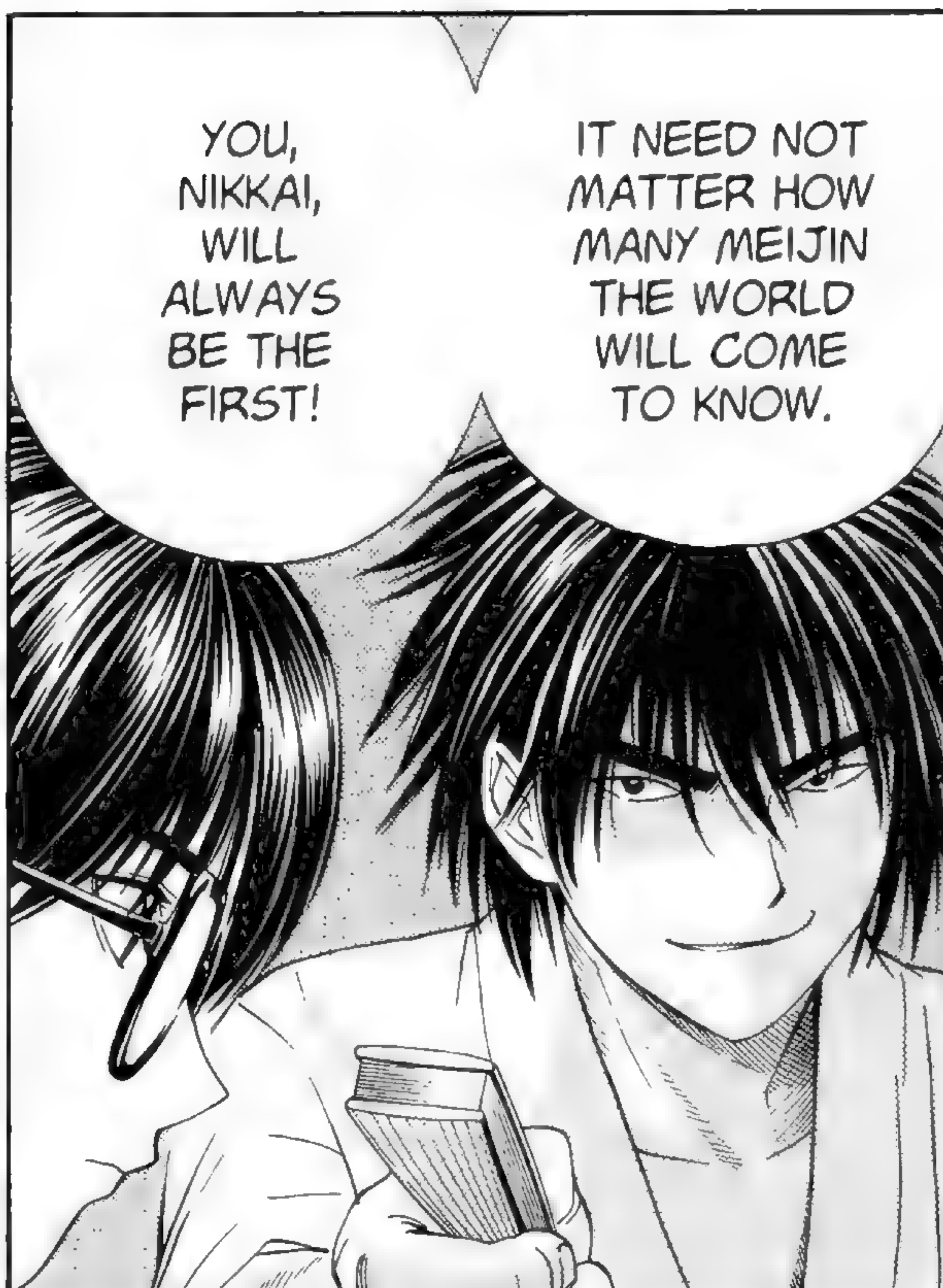
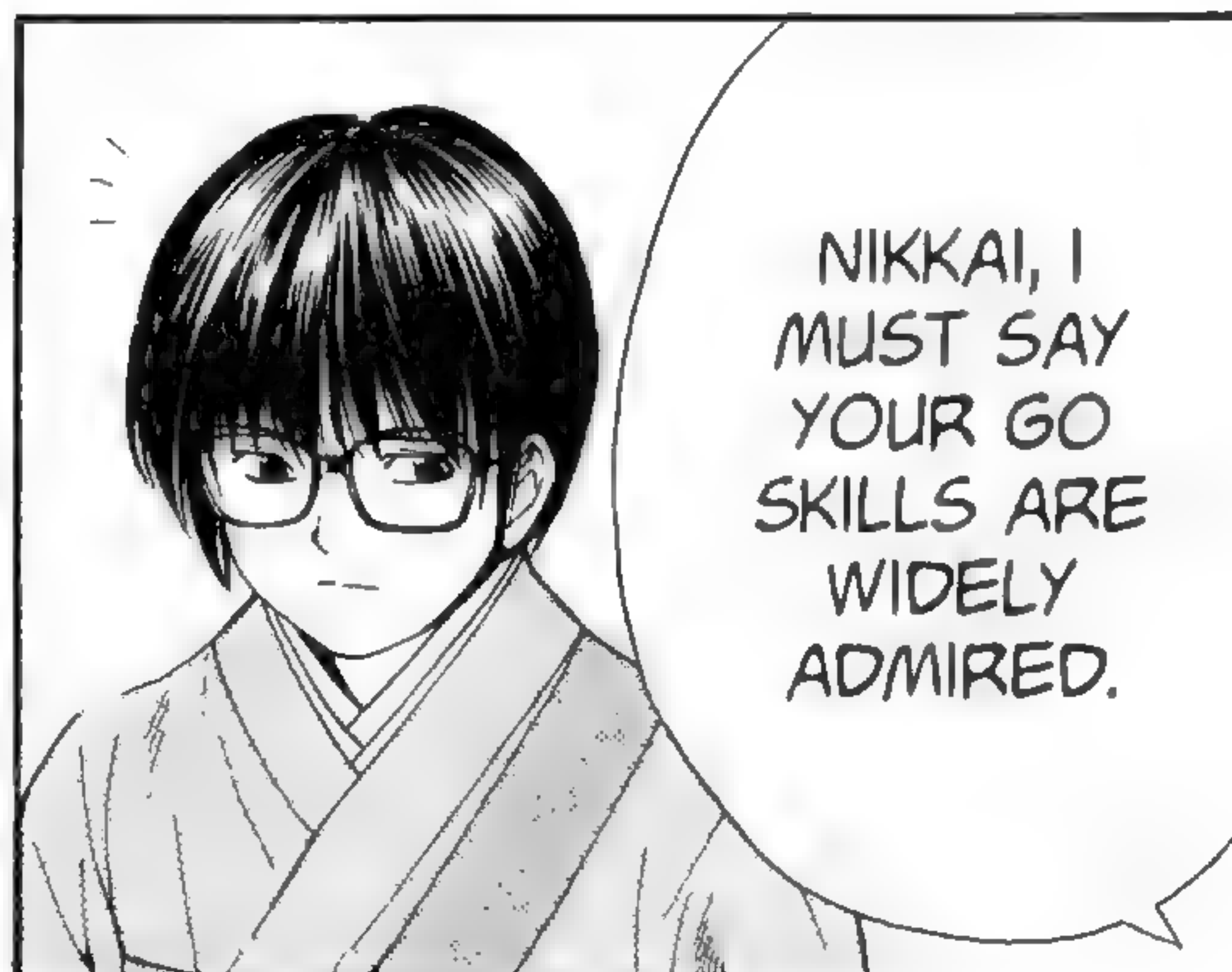
HMPH...

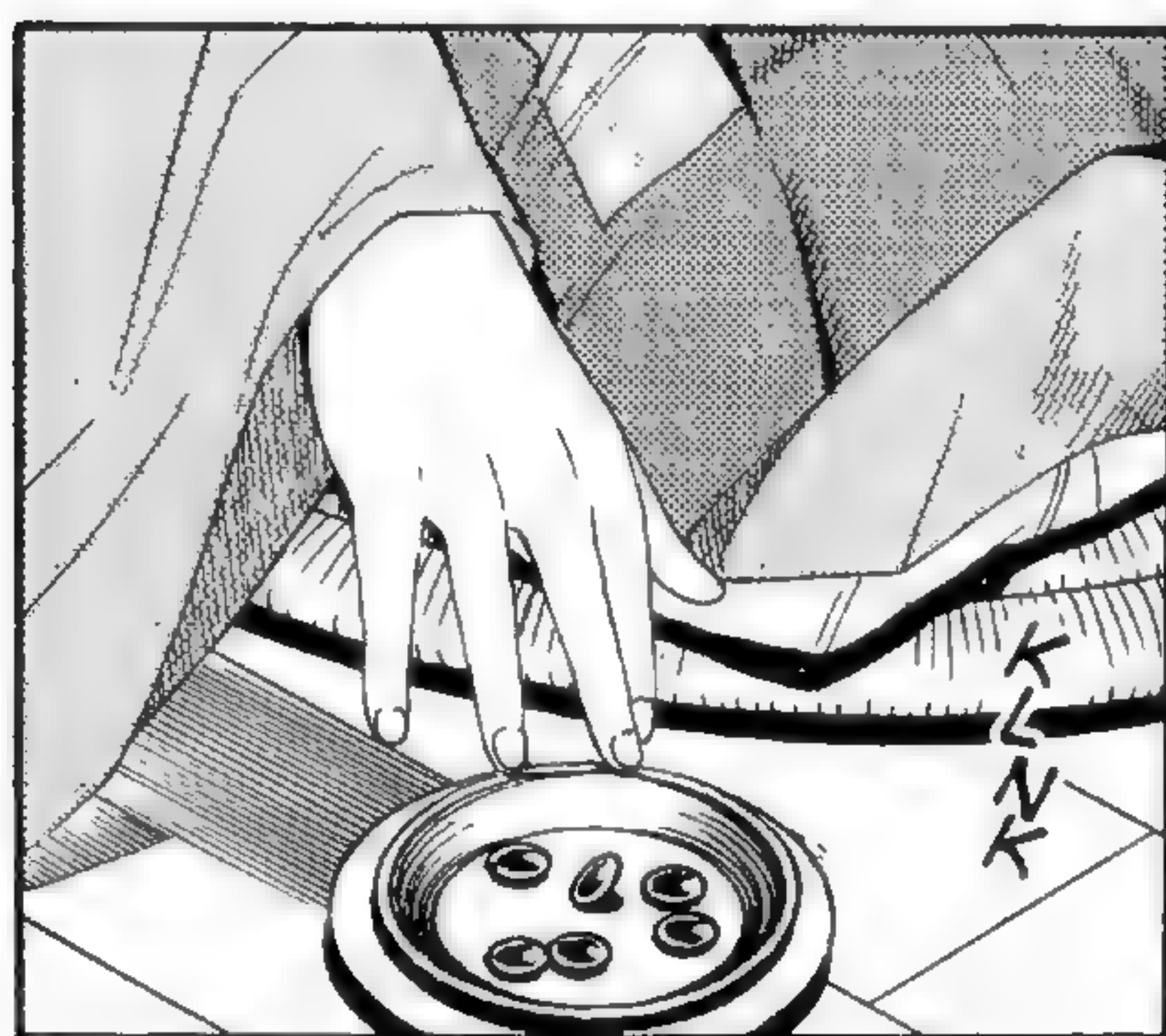
ENOUGH
OF THIS
BANQUET.

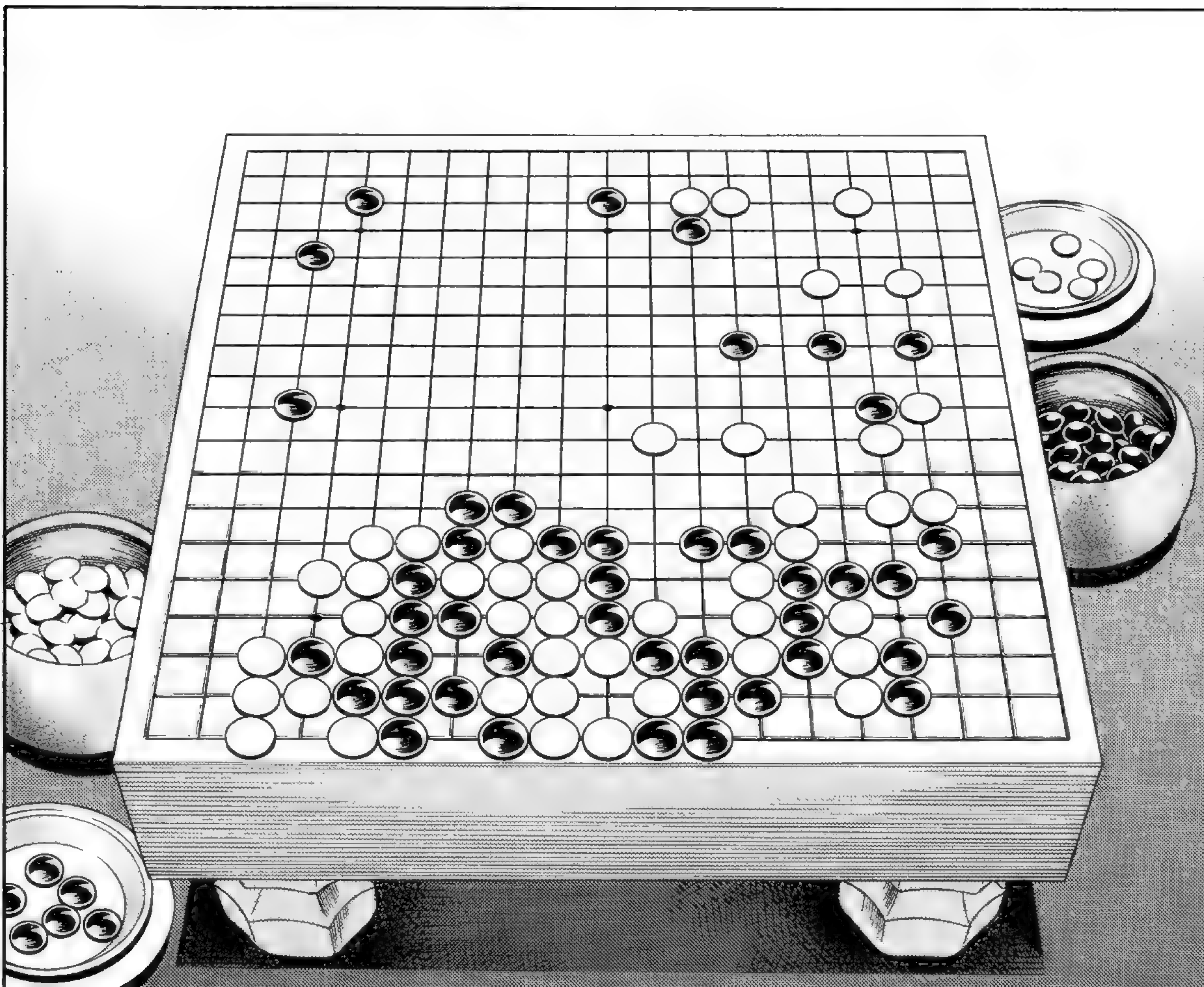
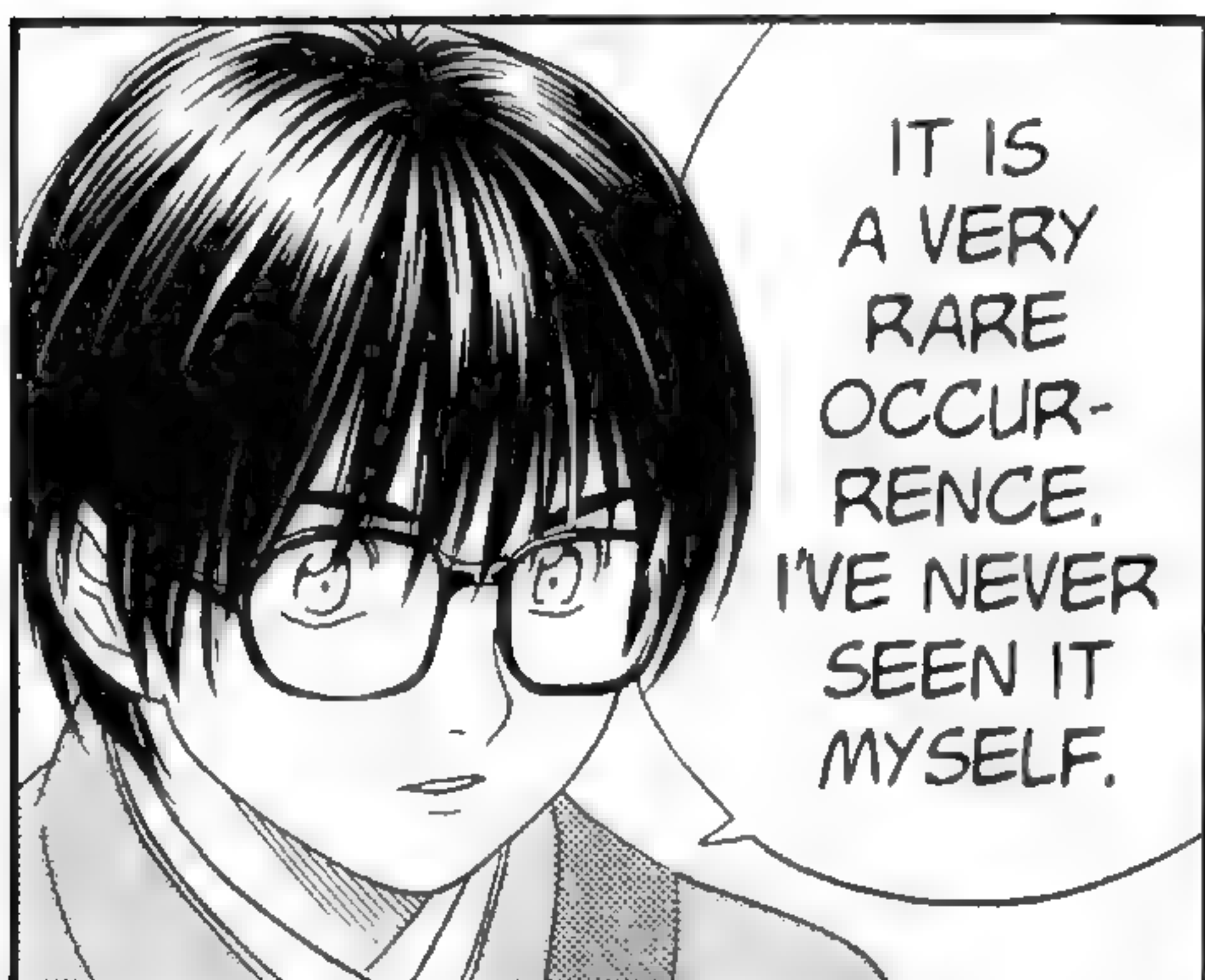




















LEAVE
IT BE.

NO...



SO
ALLOW
ME TO -



.....



MY
LORD...

THE SOUNDS OF
REVELRY NEXT
DOOR HAVE DIED
DOWN. MY LORD,
PERHAPS YOU
SHOULD TURN IN
AS WELL.

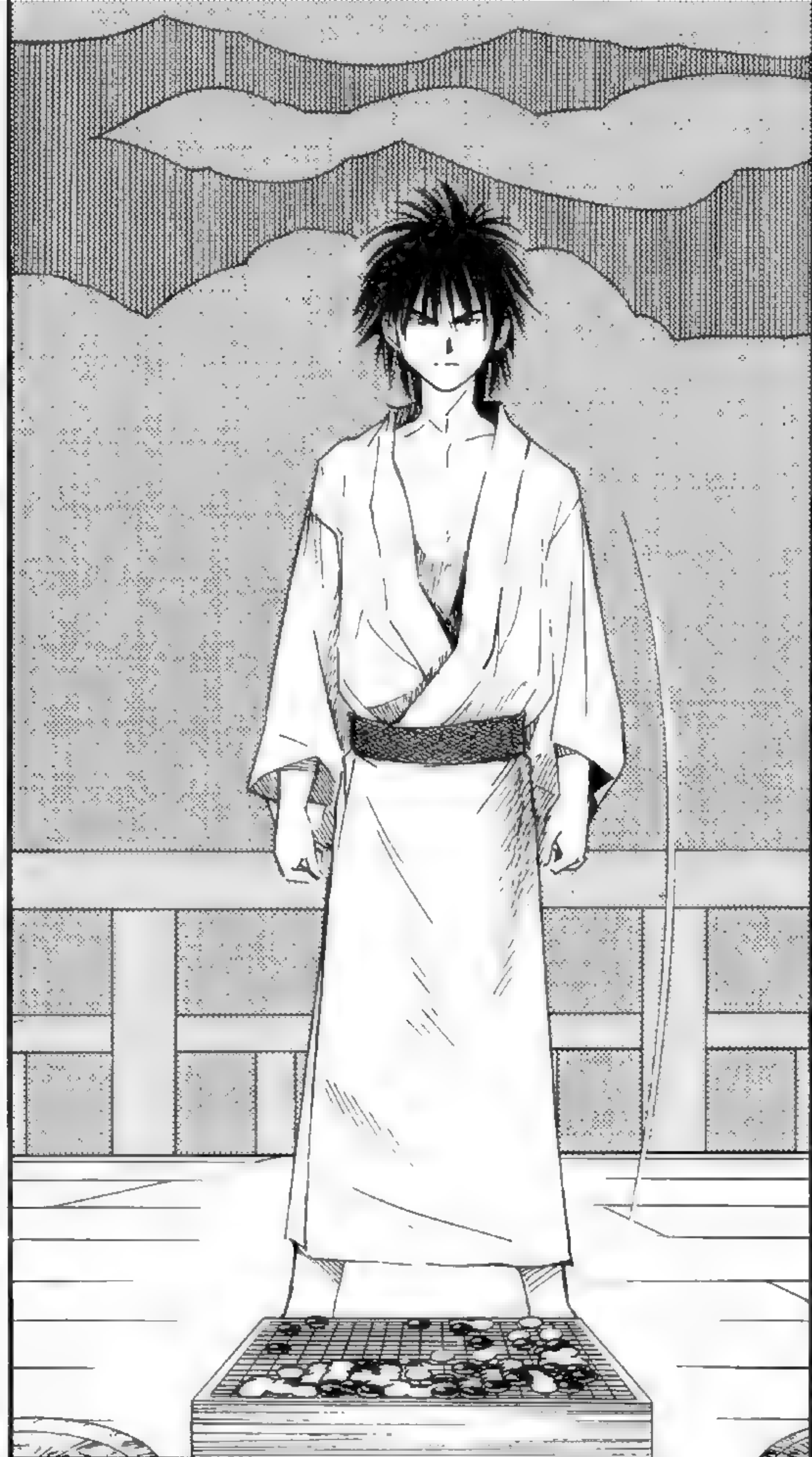


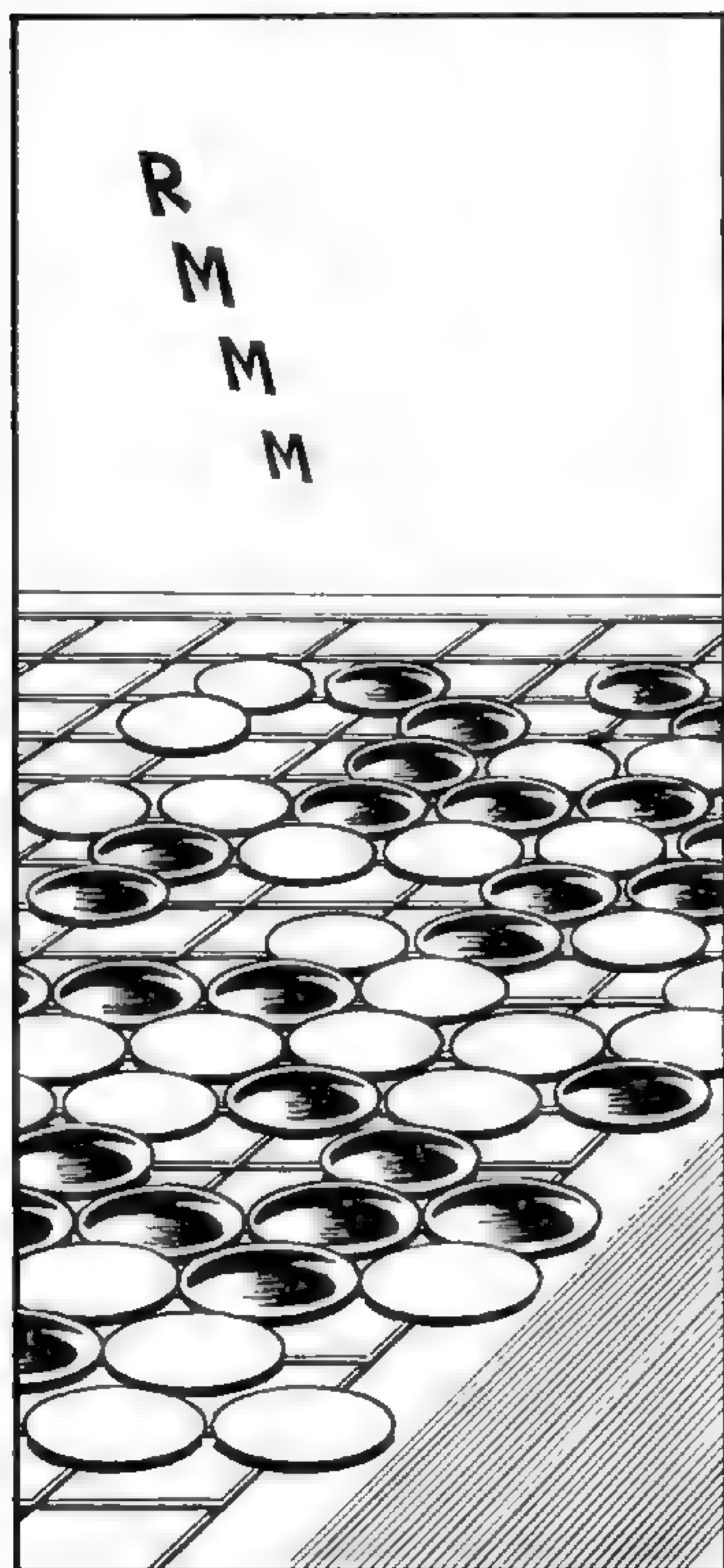
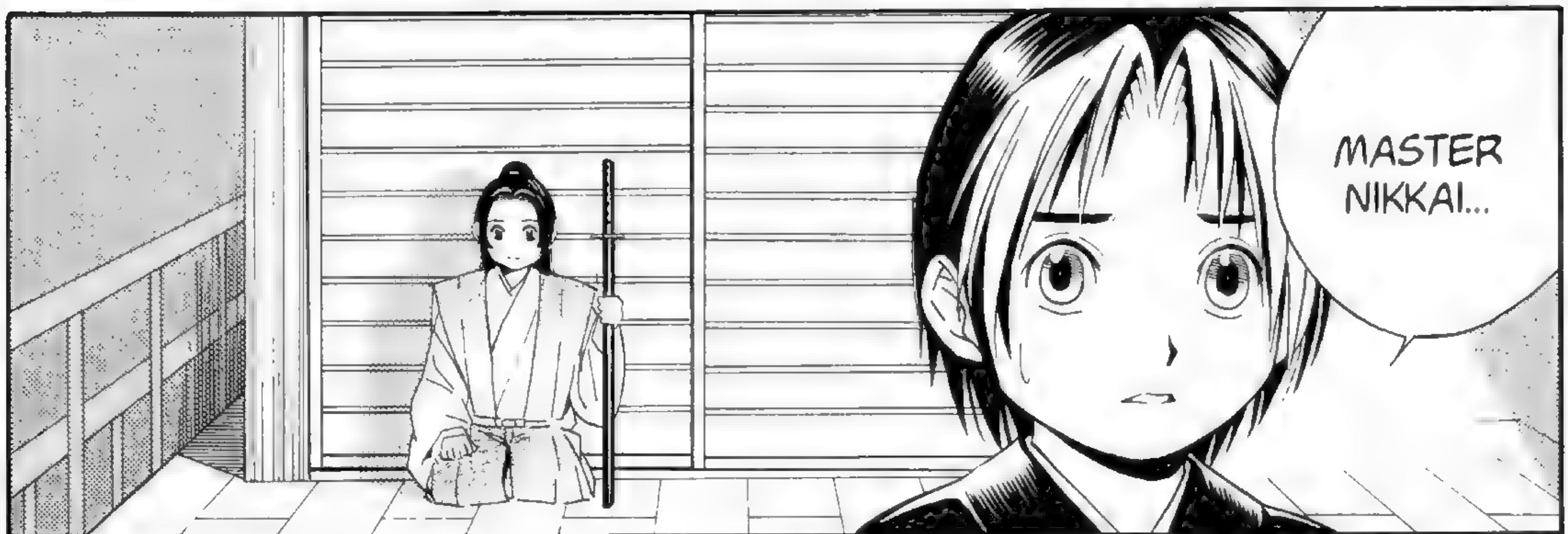
WELL THEN,
PERHAPS WE
SHOULD TAKE
OUR LEAVE,
RIGEN.

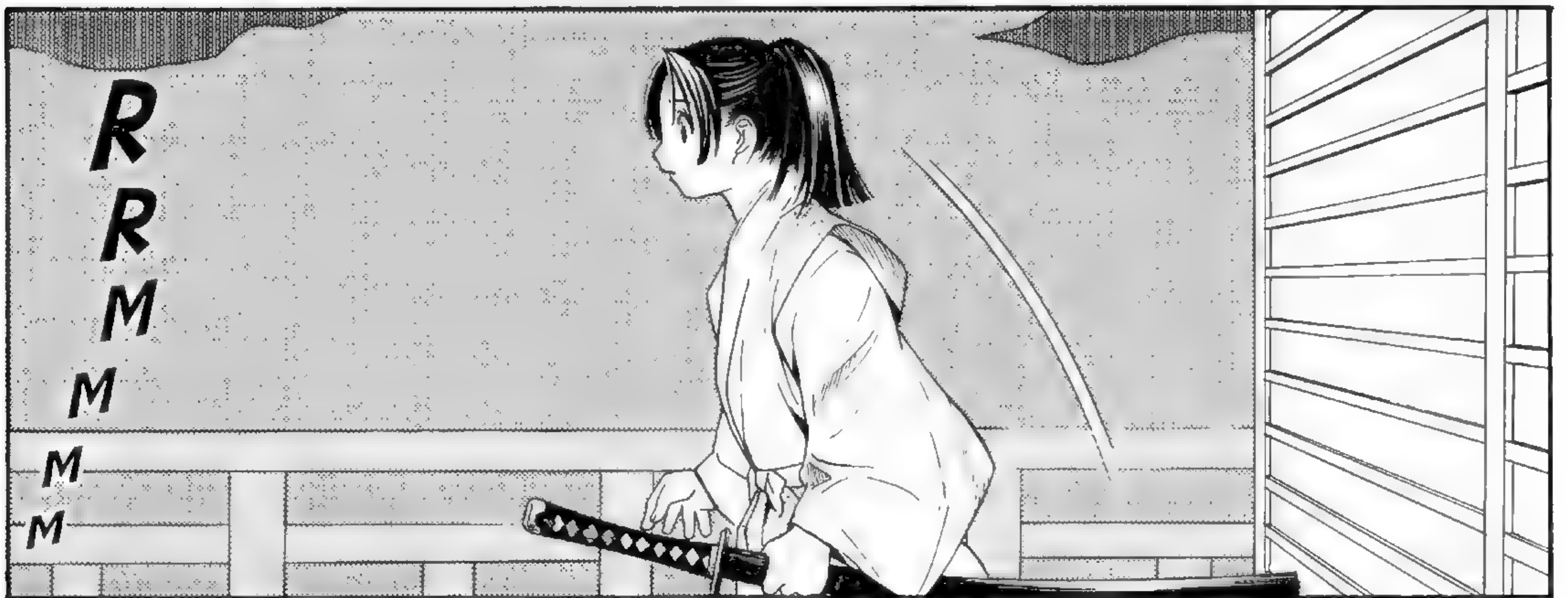


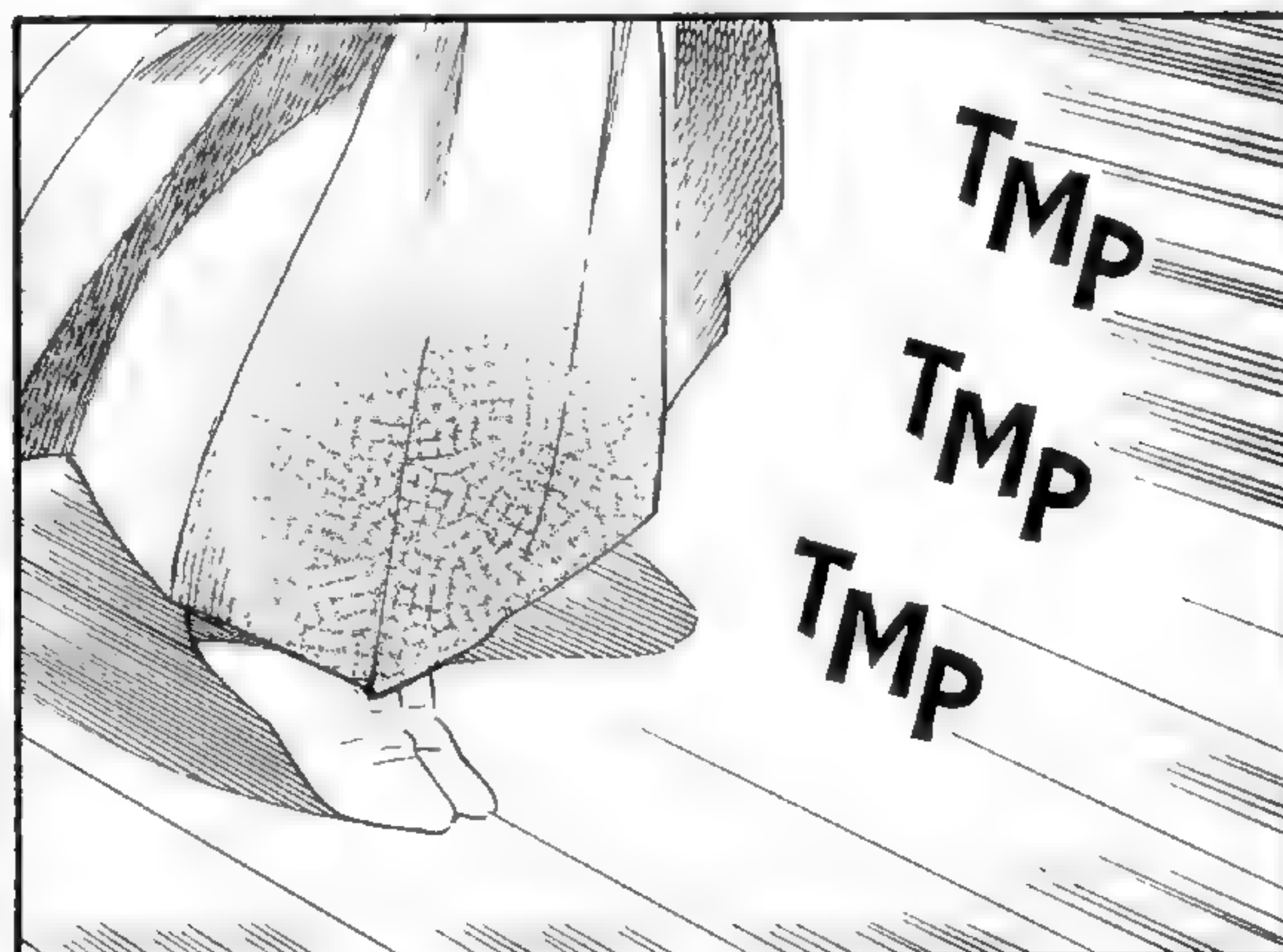
MASTER
NIKKAI, ALLOW
ME TO SHOW
YOU TO YOUR
ROOM.













WHO
IS IT?!

'TIS A
REVOLT,
MY LORD!



THE PURPLE
BANNER WITH
THE CREST OF
THE CHINESE
BELLFLOWER!



SO IT'S
MITSUhide!



ORAN, FETCH
MY BOW!

YES, MY
LORD.



SHOULD HE
ATTACK WITH
FULL FORCE,
HIS MEN WILL
NUMBER
13,000.

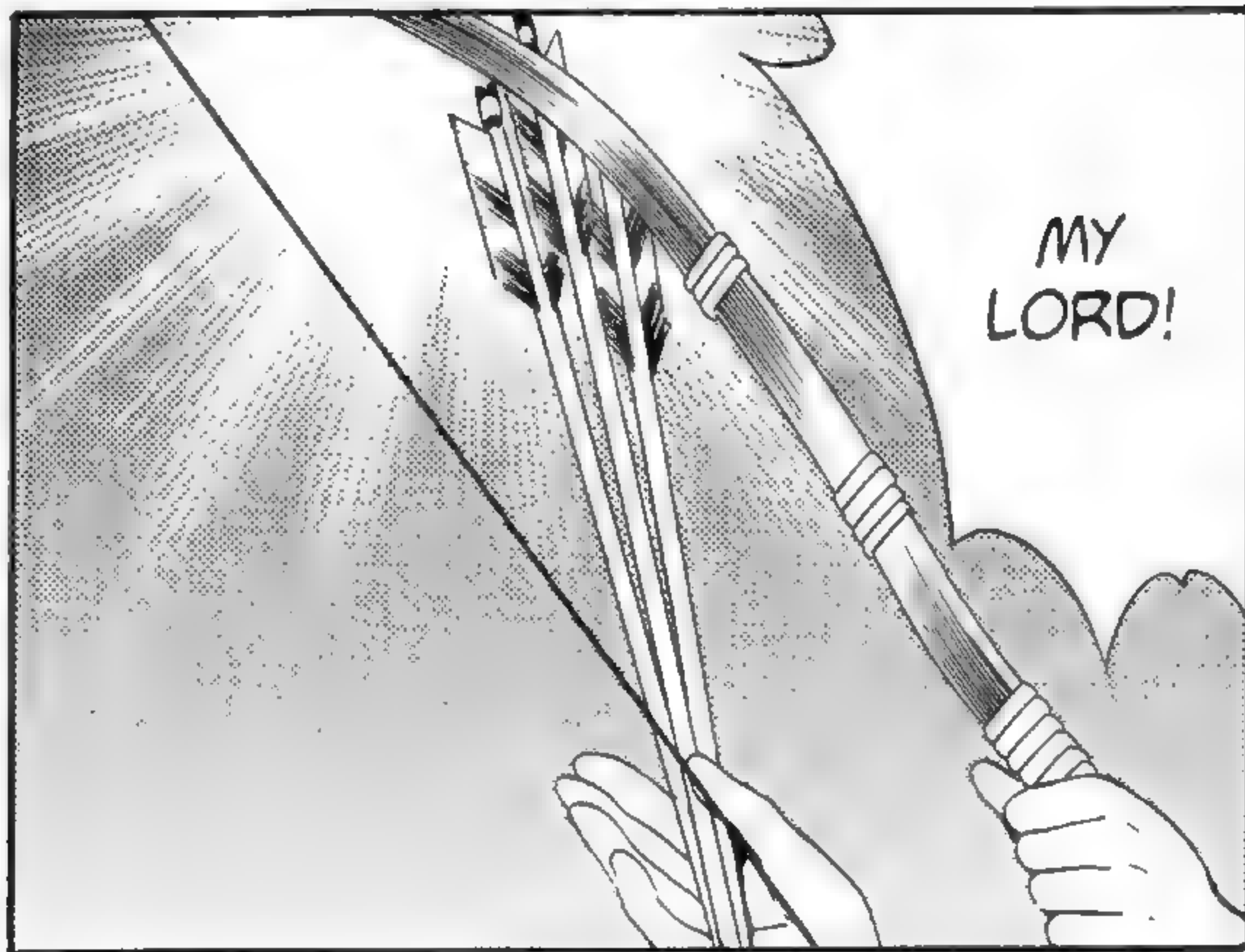
FWP

I HAVE
LESS THAN
A HUNDRED
MEN WITH
ME.

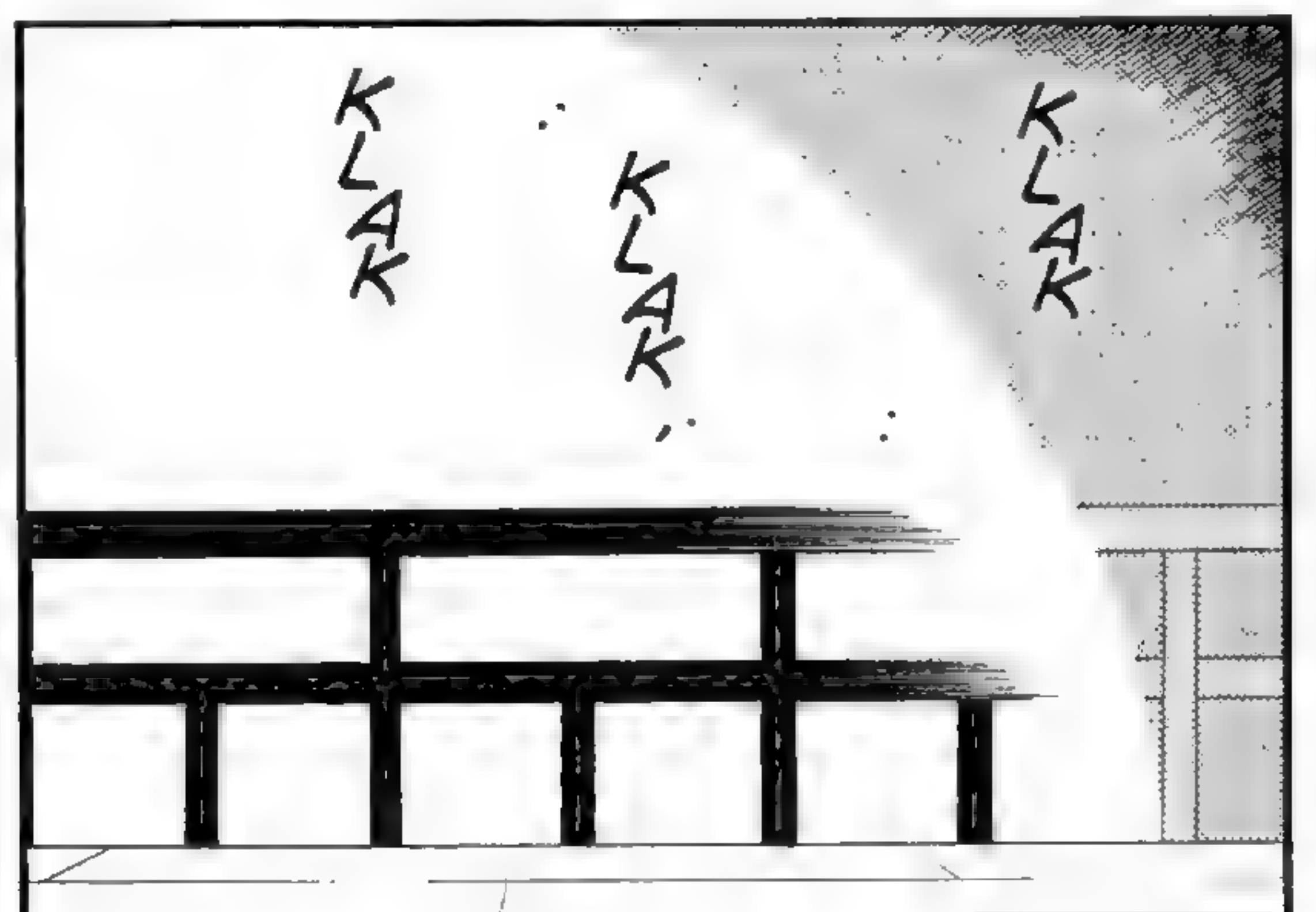
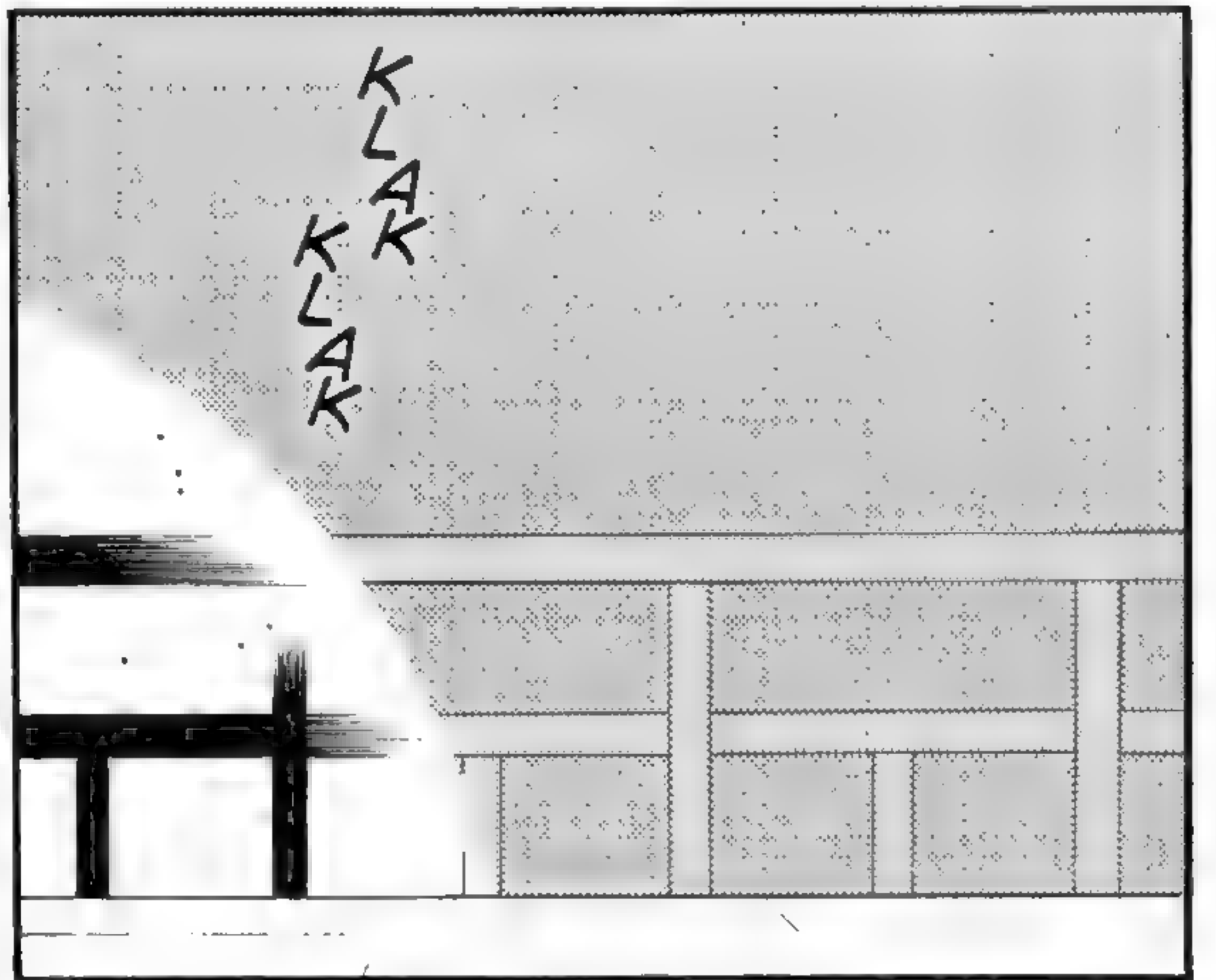
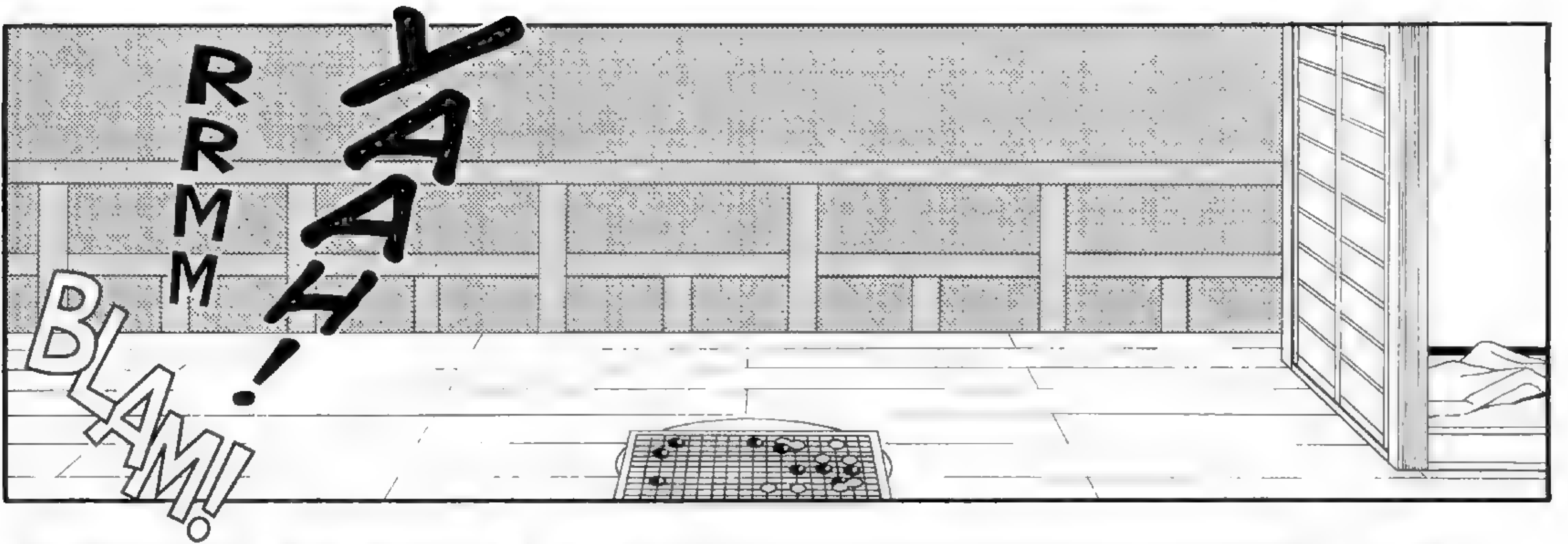


NO, MY
LORD!

YOU
MUST
FLEE,
ORAN!

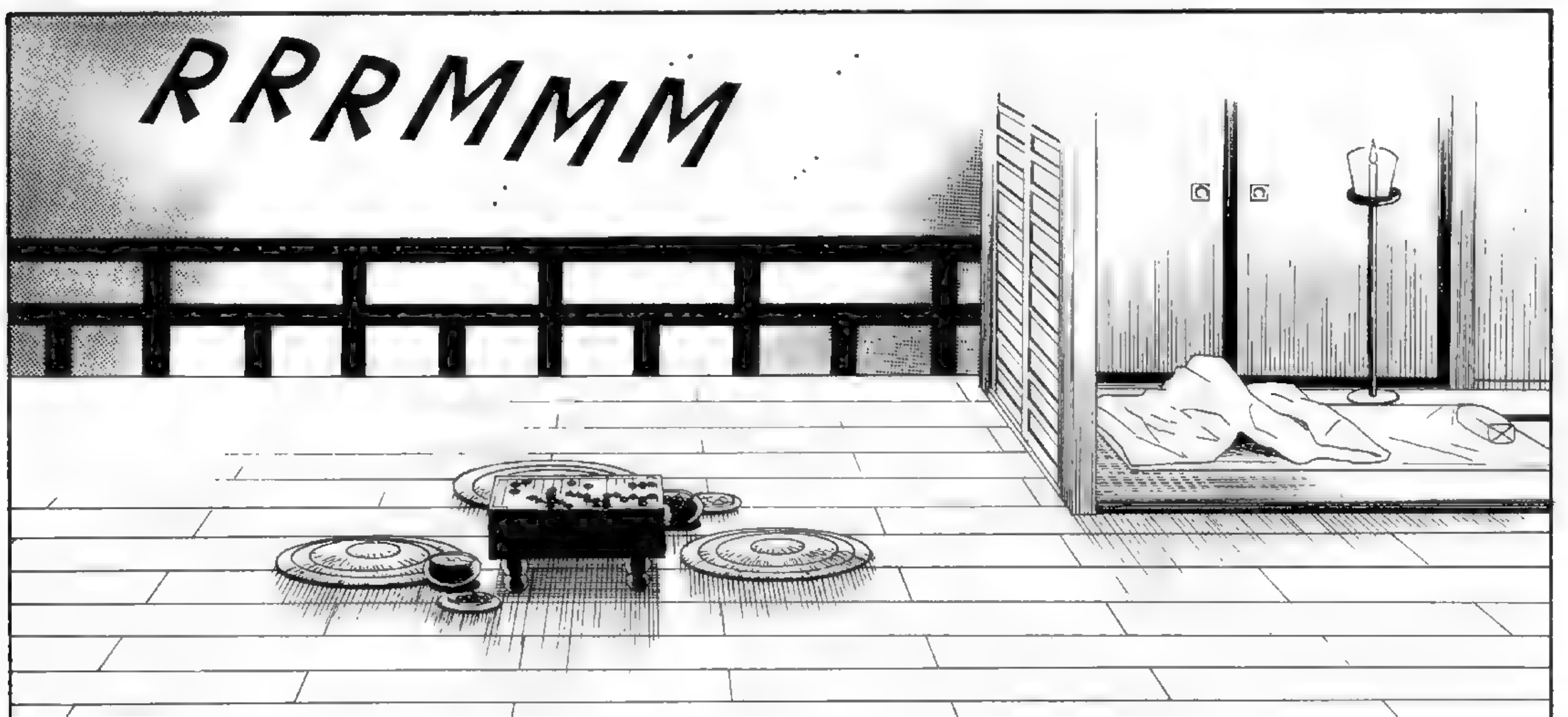
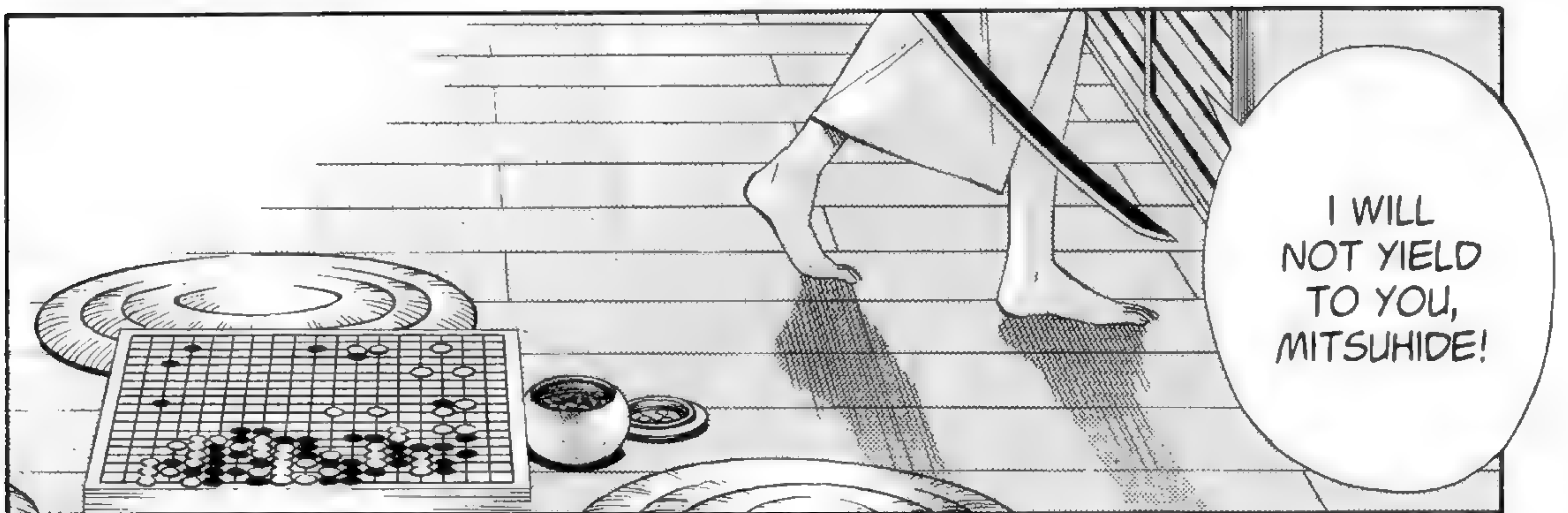
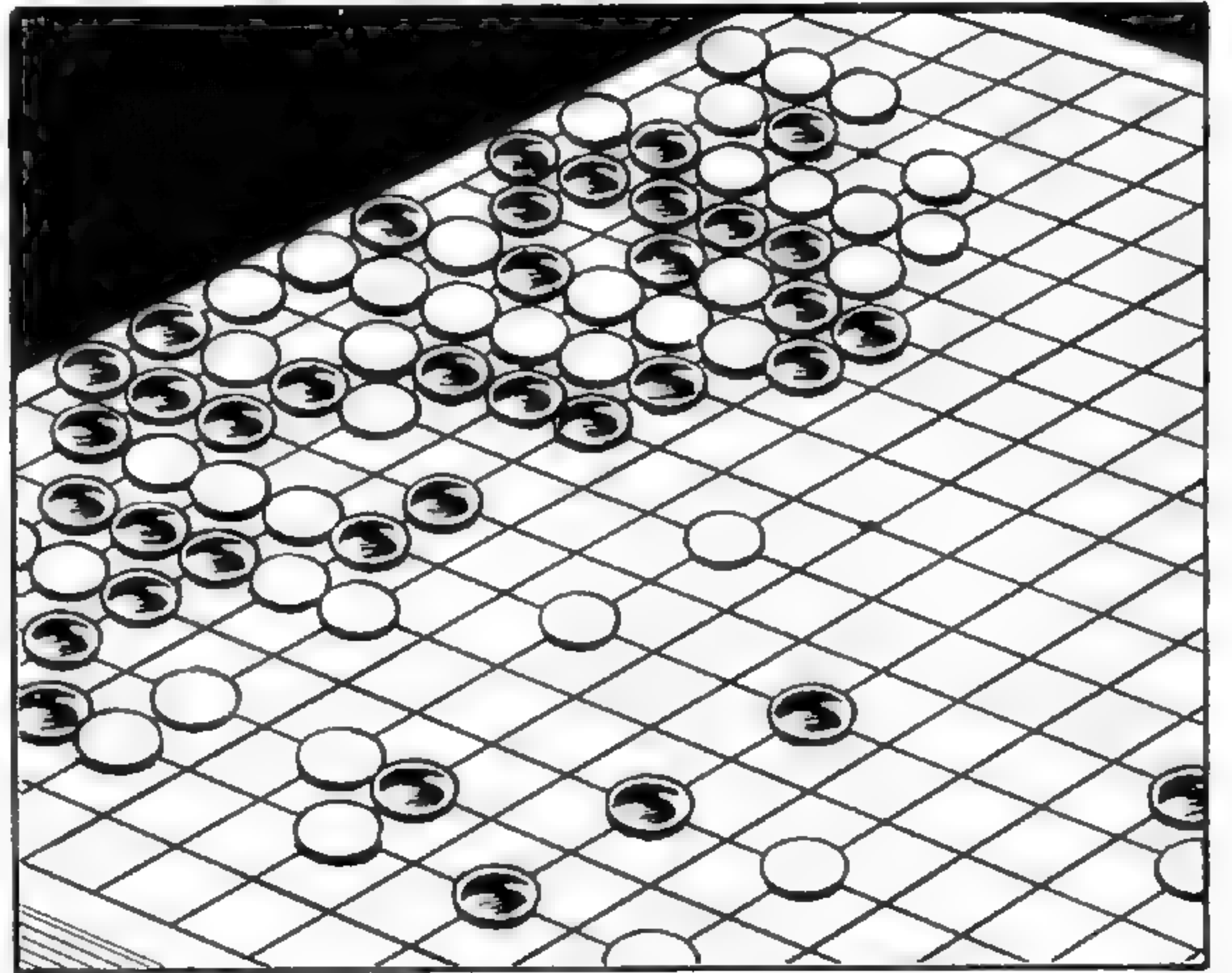


MY
LORD!



D
A
D
U
M





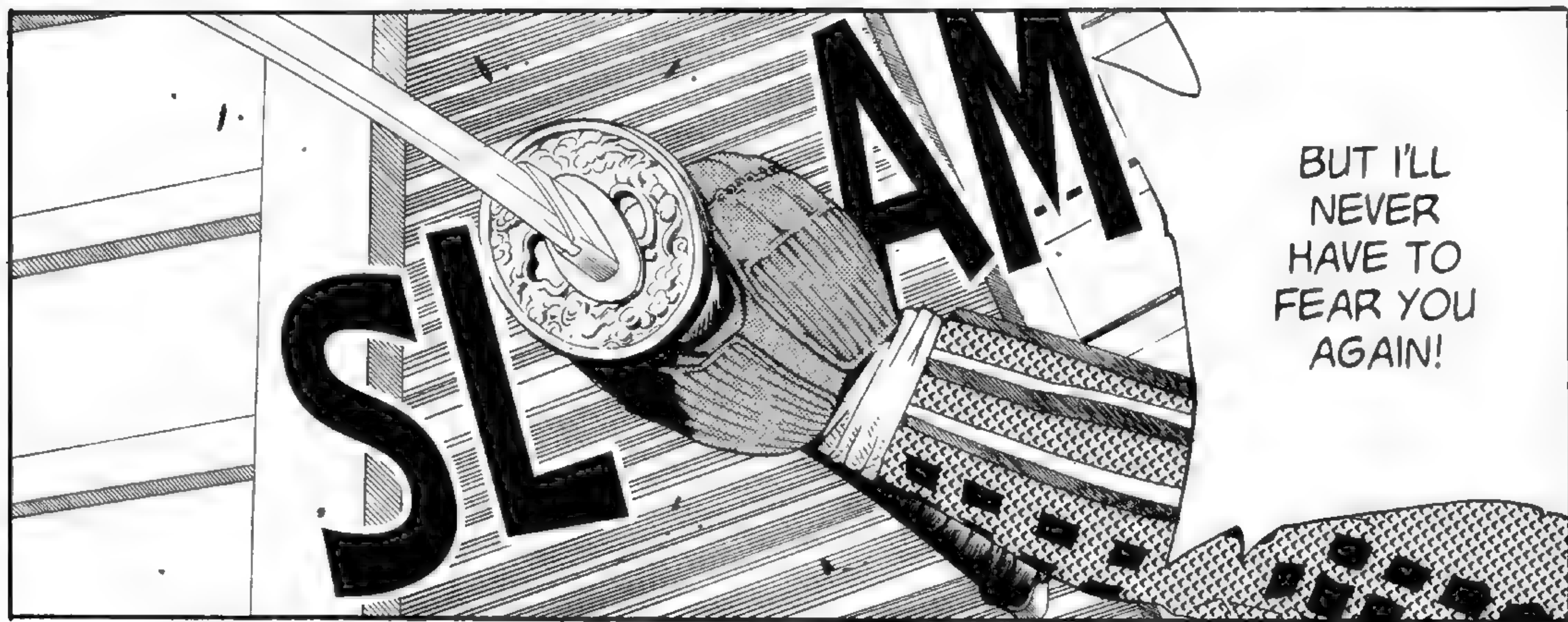


CALL
ME A
COWARD
IF YOU
WILL!

ALL OF MY
MEN ARE
HERE! YOU
ARE OUT-
NUMBERED!



YAHH!
NOBUNAGA!
YOUR HEAD
IS MINE!

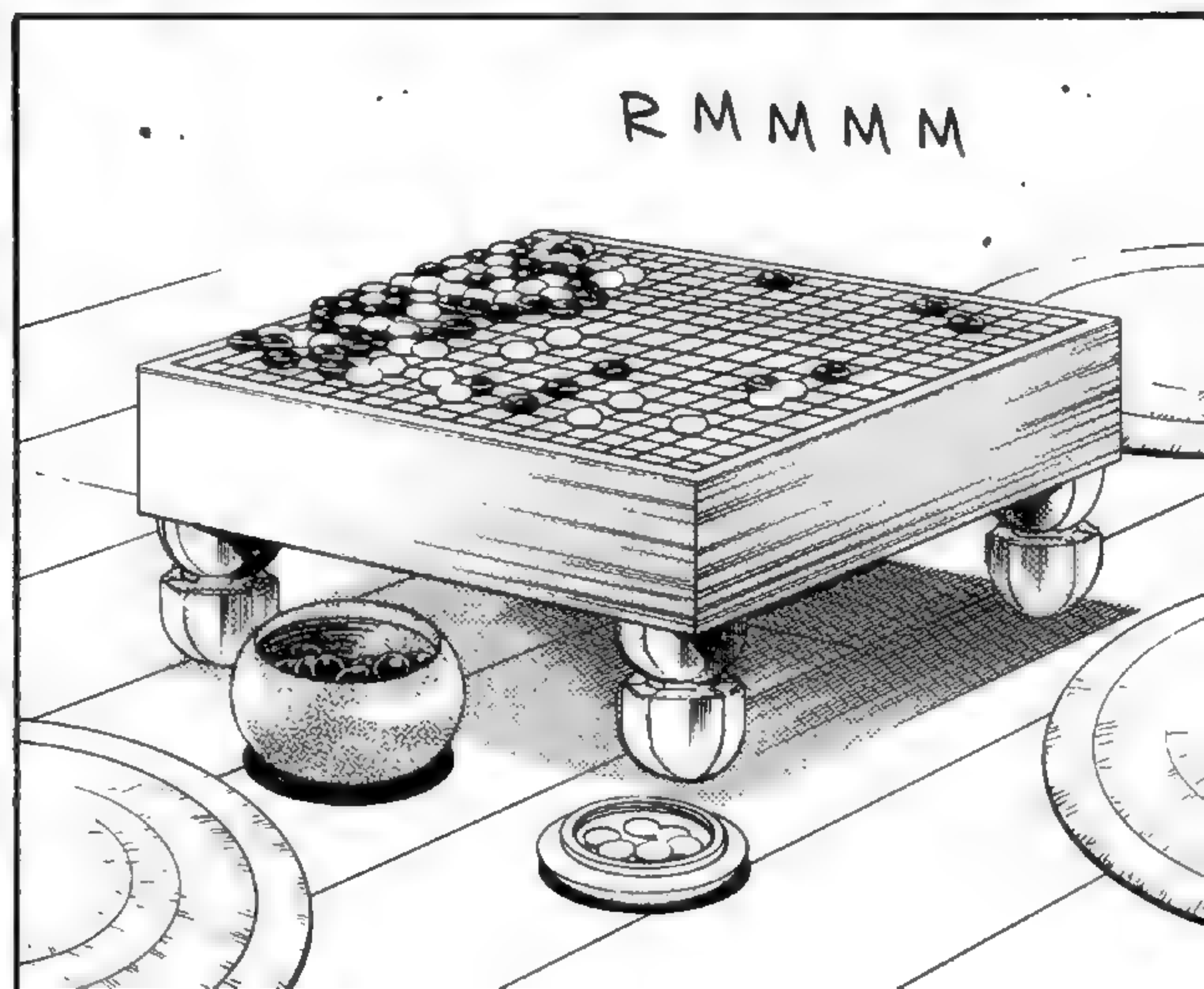


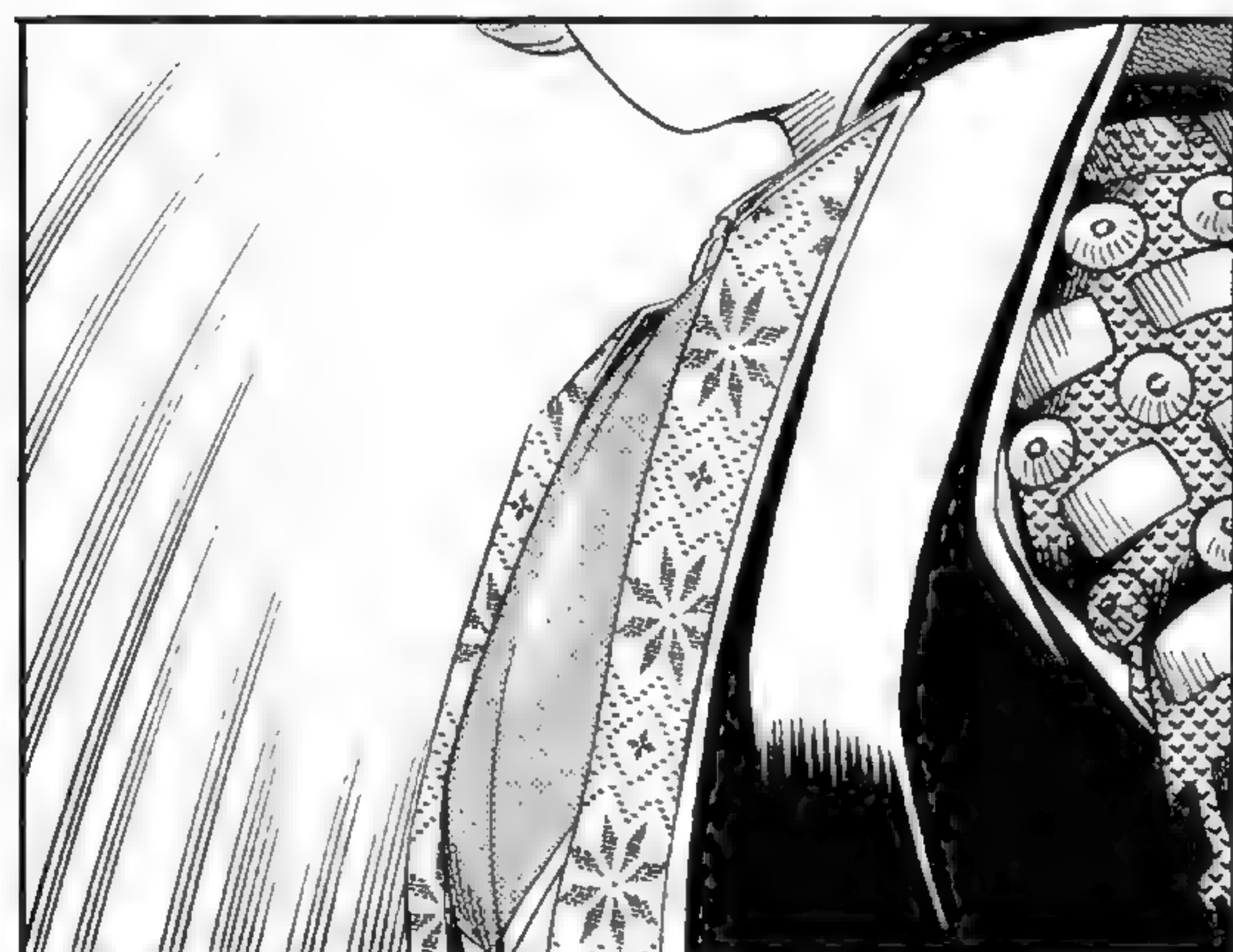
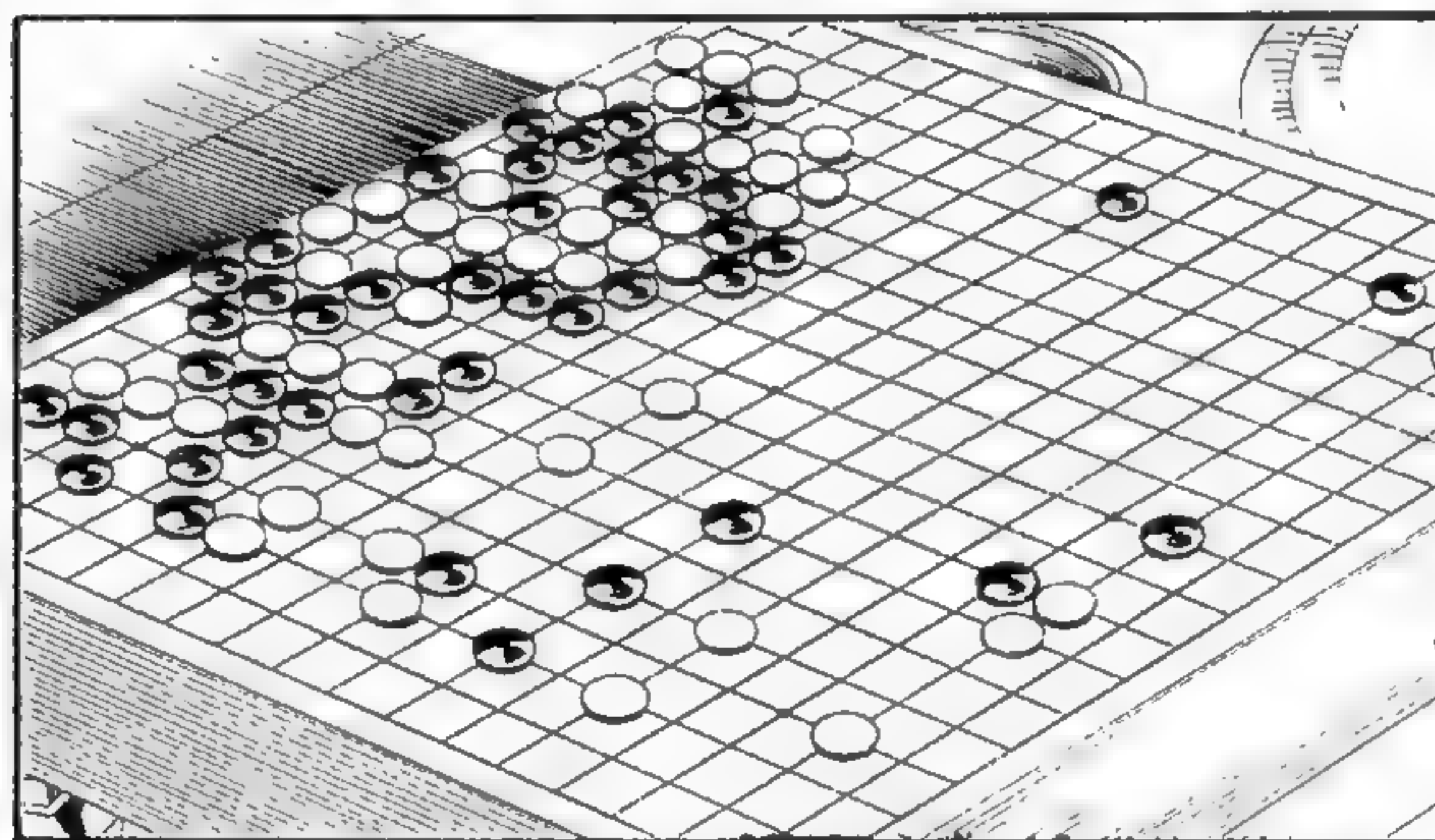
BUT I'LL
NEVER
HAVE TO
FEAR YOU
AGAIN!

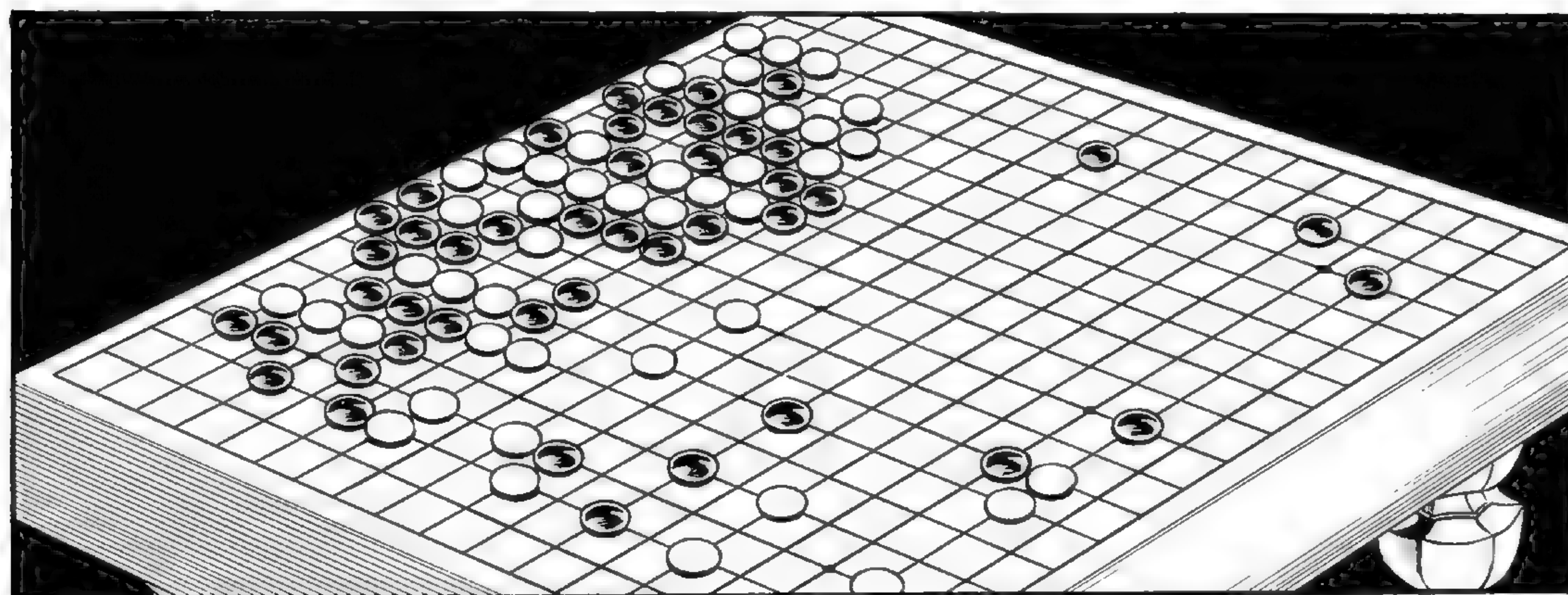
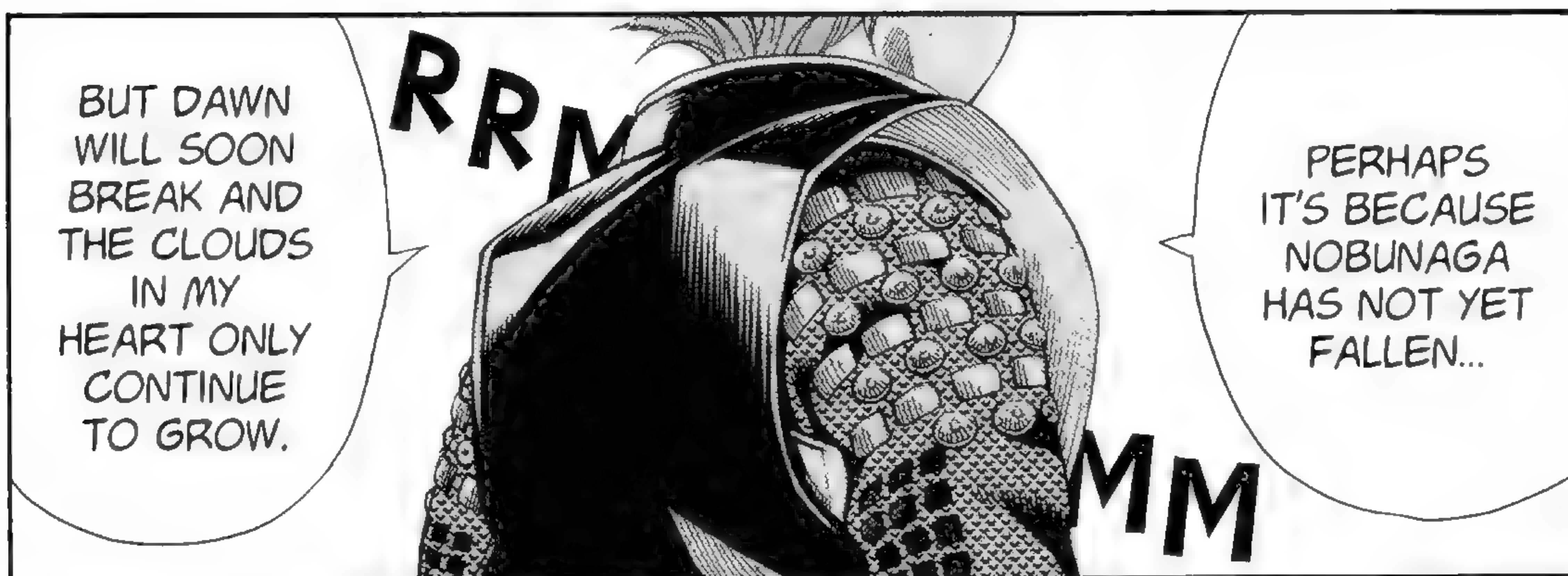


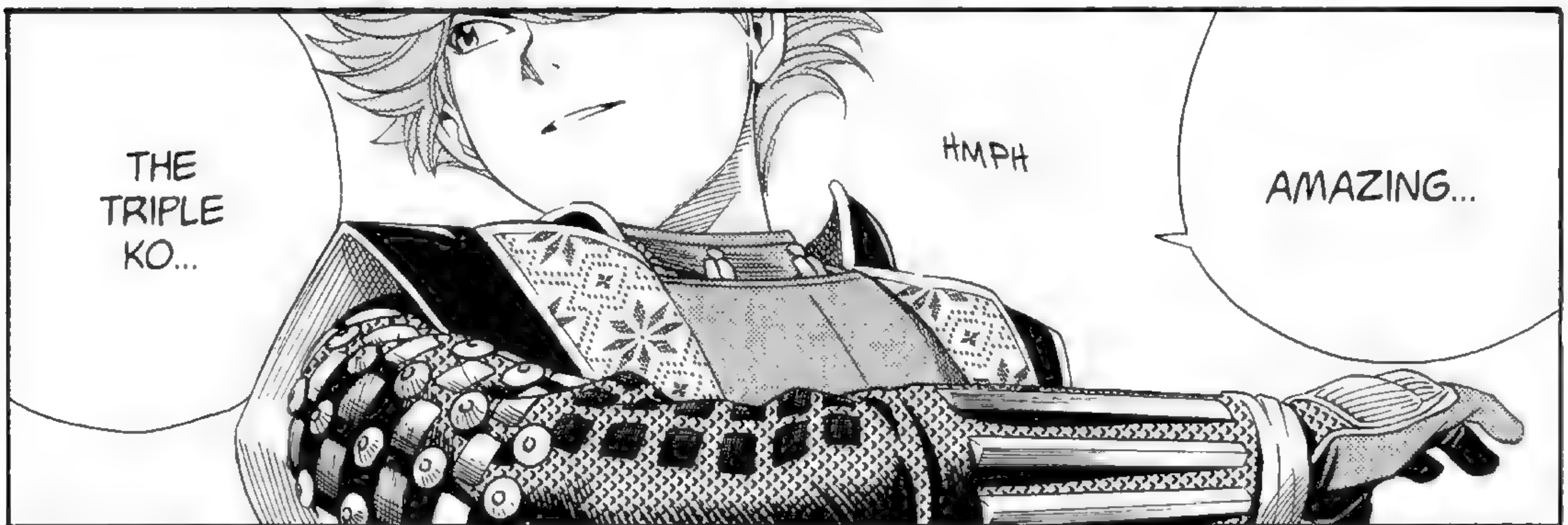
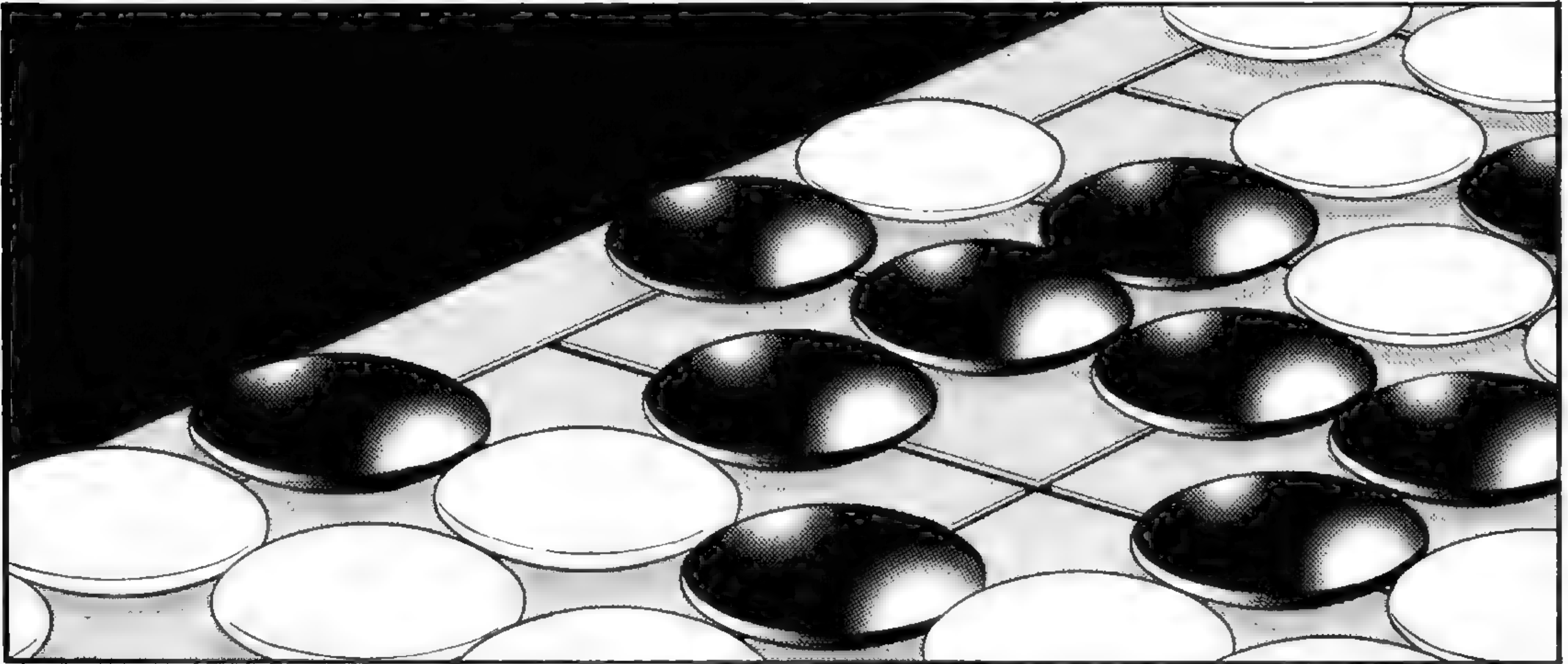
MY
MOTHER
WAS TAKEN
HOSTAGE
AND YOU
LET HER
DIE!

YOU ONCE
PULLED ME BY
THE HAIR AND
DRAGGED ME
ACROSS THE
GROUND. YOU
DISGRACED
ME IN FRONT
OF MY OWN
MEN!





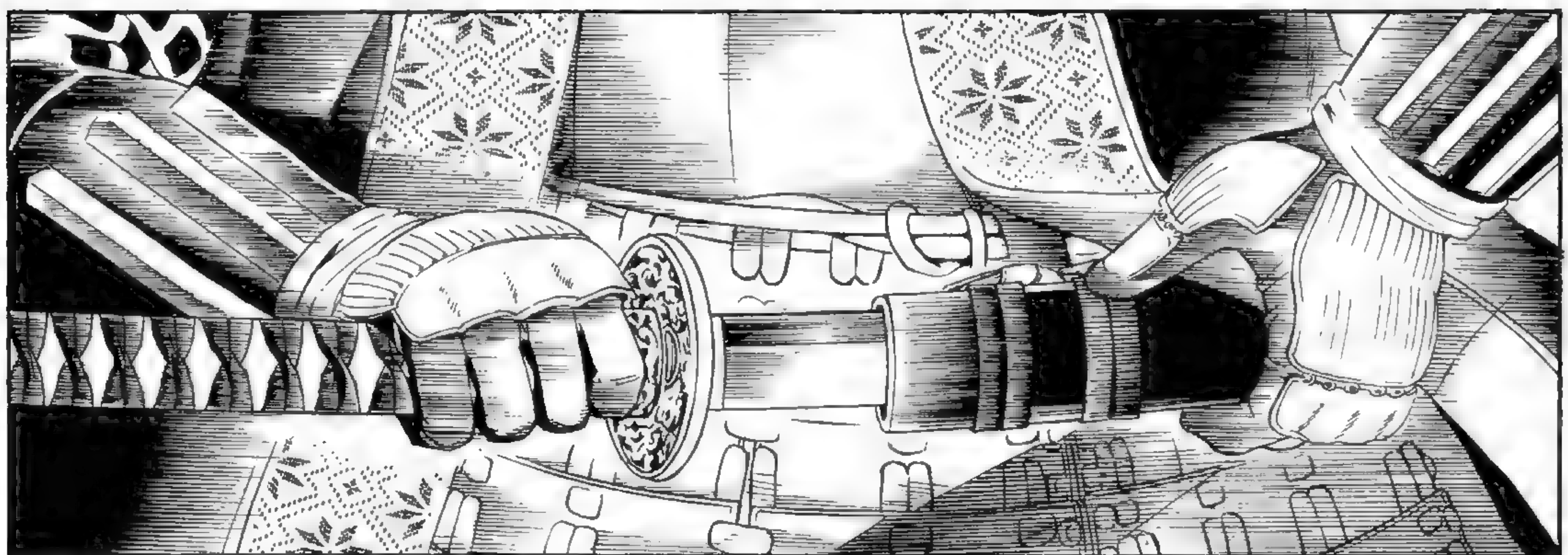


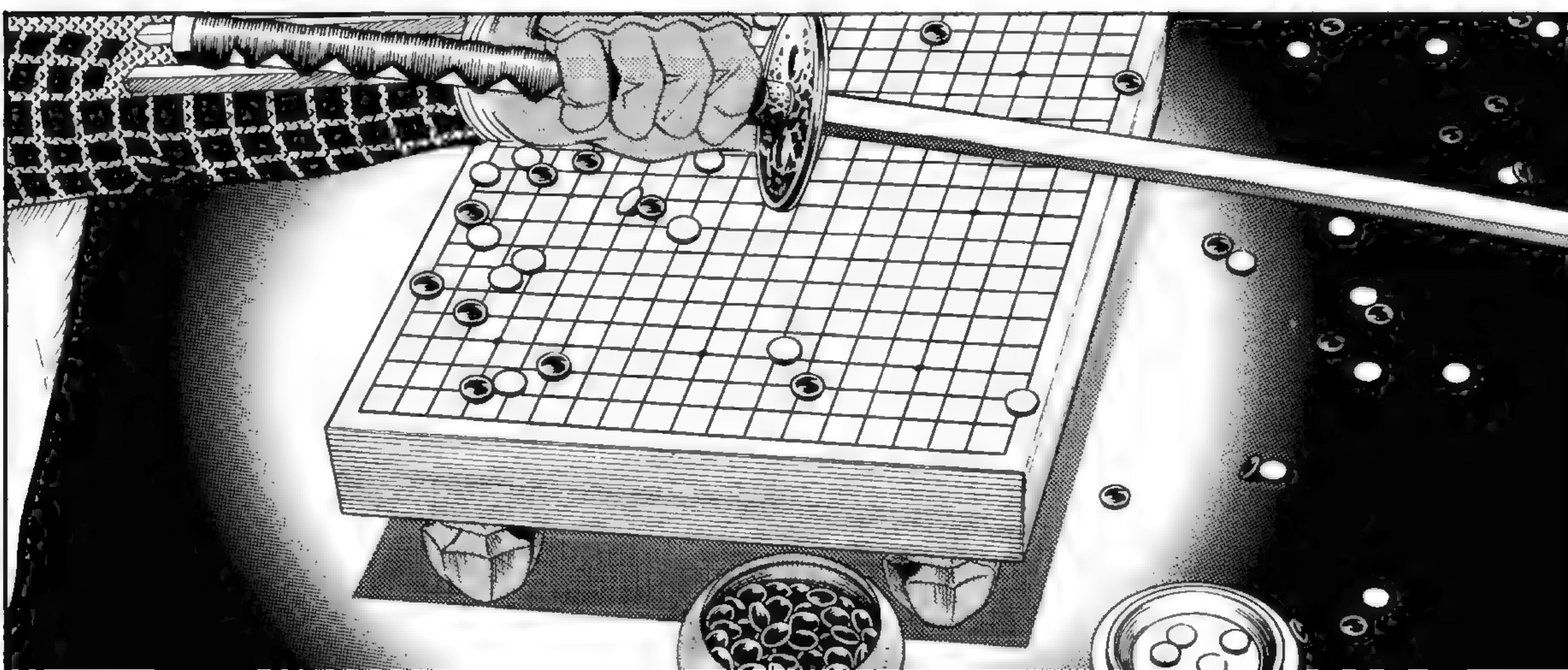


THE
TRIPLE
KO...

HMPH

AMAZING...



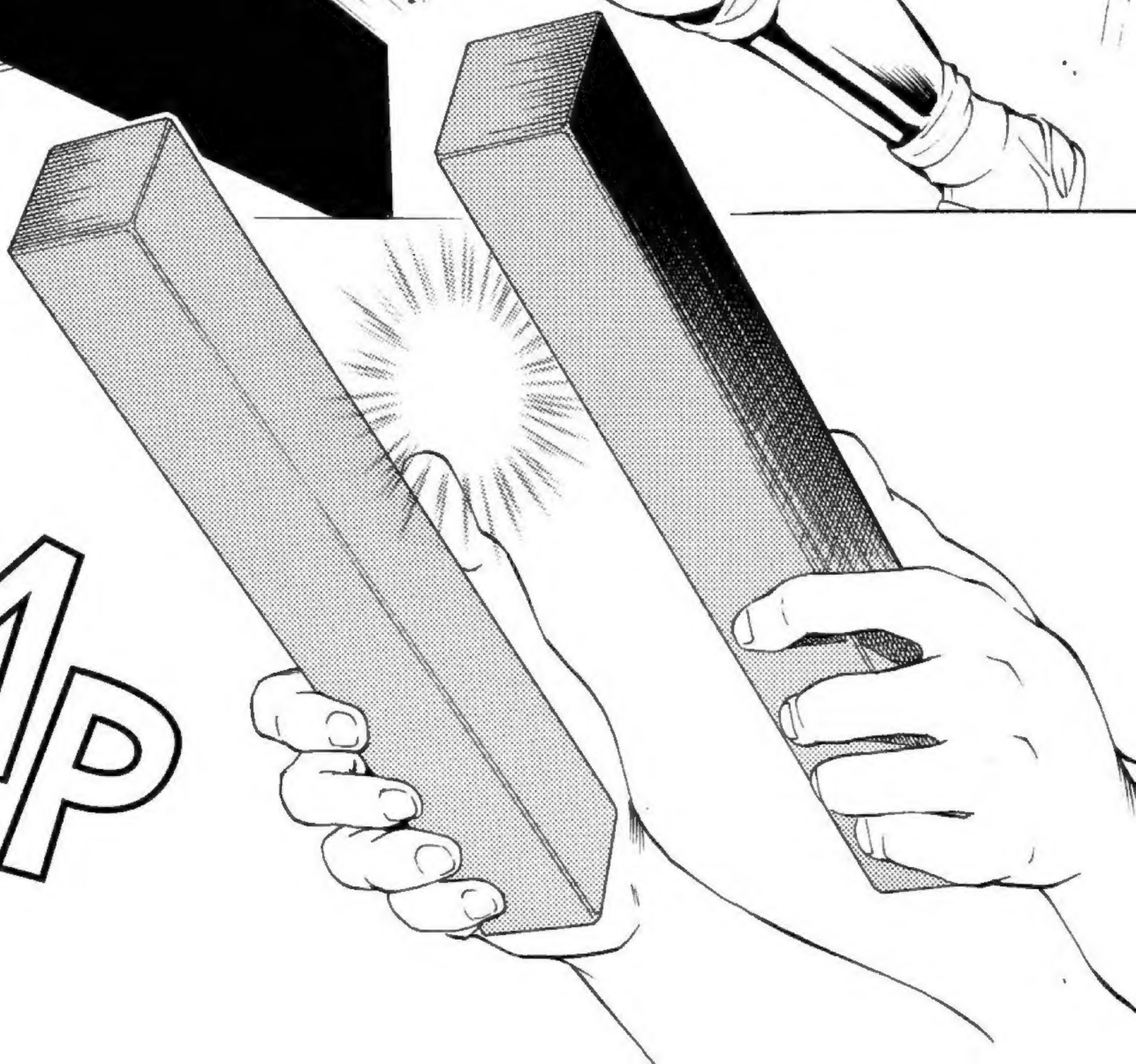


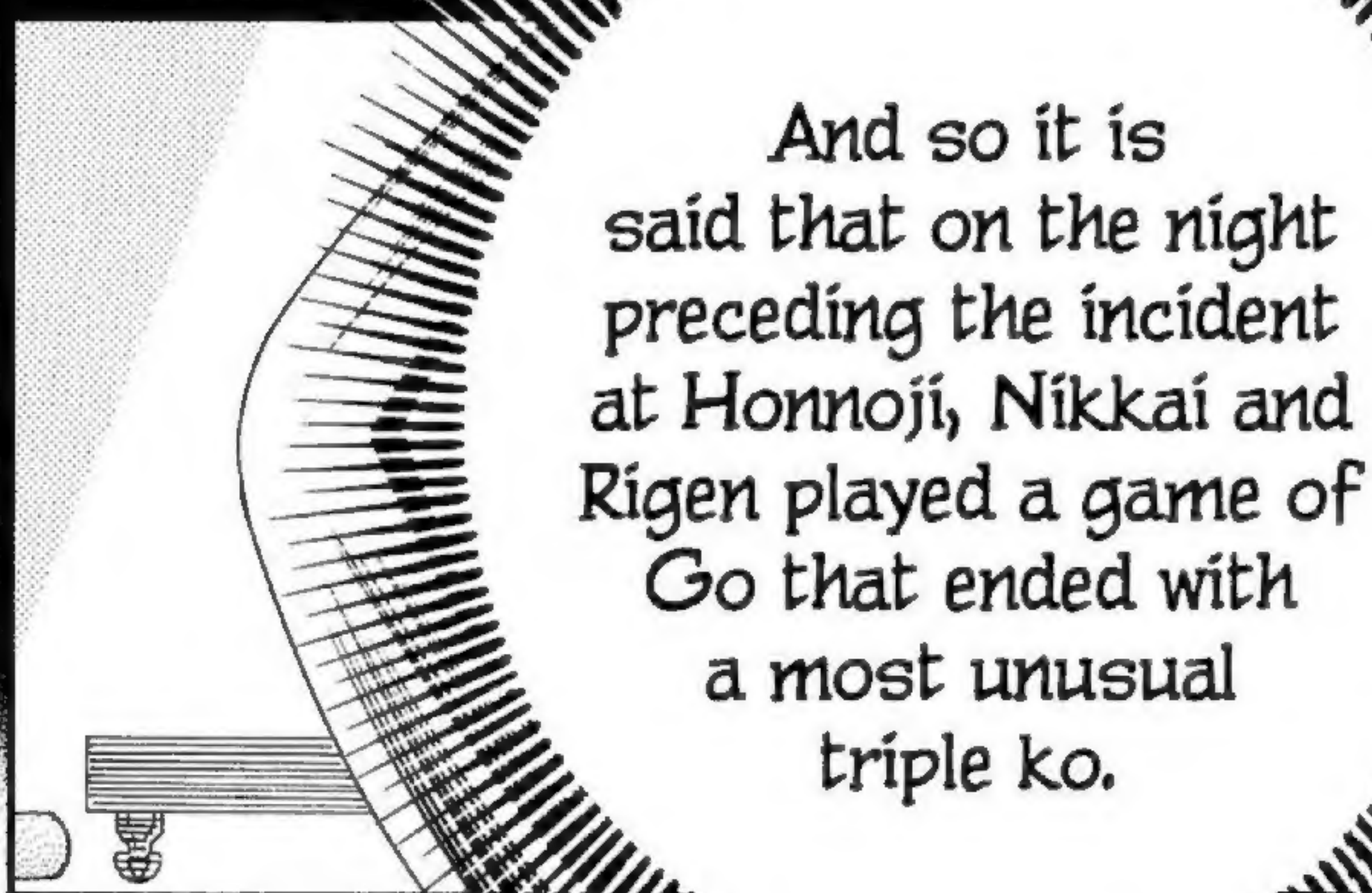


YAHH!!



KLAP





And so it is
said that on the night
preceding the incident
at Honnoji, Nikkai and
Rigen played a game of
Go that ended with
a most unusual
triple ko.

I HAD
THE LEAD
ROLE!



vizMANGA

For more information, visit vizmanga.com